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Time-sharing task control for a hybrid computer simulation laboratory

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THESIS

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by

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ABSTRACT

The study of time sharing system parameters and design is undertaken. On-line and hybrid simulation programmer's demands for interactive digital computing time are time inefficient for modern high speed computers, hence the motivation for time shared computing systems. The techniques for achieving time sharing are studied, then applied to the problems of a real time, on-line, hybrid simulation and batch processing system. Subroutines required for implementation of a task oriented time sharing capability are put forward with specific proposals for use. System improvements to accomplish the goal of a general time sharing system are introduced and discussed.

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A/D	Analogue to Digital
ASC II	American Standard Code II
CDC	Control Data Corporation, Minneapolis, Minnesota
CPU	Central Processing Unit
CRT	Cathode Ray Tube
D/A	Digital to Analogue
IBM	International Business Machines Corporation, San Jose, California
I/O	Input or Output
K	Thousand
MAM	Multiple Access to Memory Device
RTM	Real-Time Monitor
SDS	Scientific Data Systems Incorporated, Santa Monica, California
TMCC	Time Multiplexed Communication Channel

I. INTRODUCTION

The growth of programmer skills and consequent development of additional areas for computer application has brought to the computer a new group of interactive users. The on-line programmer and the hybrid system user have a common digital requirement for short bursts of central processor unit (CPU) activity interspersed with comparatively long intervals of CPU idle time. During the CPU idle intervals the programmer is evaluating results, making decisions and manipulating data in preparation for the next call for a burst of CPU activity. This type of computer use greatly expands a computing system's utility by using the evaluation and reasoning powers of a skilled scientist rather than the limited binary logic capability of a machine. Modern computers have greatly increased speed capability, hence, the CPU idle cycle is becoming increasingly wasteful of sophisticated high speed computing system time. Because the computing system's time is very expensive and the scientist's is relatively cheap, there exists a speed-cost mismatch that if possible should be reversed. It makes more economic sense for the scientist to have additional idle time and the CPU to be continuously active.

The obvious solution to the speed-cost mismatch between modern computing systems and the interactive user is to develop a system environment where several users use one CPU to attain an optimal balance of no CPU idle time and immediate response to the service calls of the users. This optimum expresses the meaning and goal of a time shared computing system.

For purposes of this study time sharing refers to the achieving of effective concurrent execution of independent computational tasks through primarily sequential usage of the components of a single

computer system (as opposed to the technique of providing a computer system for each task). Time sharing systems may be classified on the basis of their service goals into the broad categories:

(1) General Purpose Systems - Here a very minimum of constraint is imposed as to the characteristics of "user" tasks, e.g. his available language, compilers, amounts of memory usage, and timing requirements for program segments. Typically, each of a number of users sees an identical "virtual computer" which appears logically as his own private computer. Design of such systems may emphasize various "quality of service" objectives, e.g. a system may be primarily oriented to provide an average type of service to a very large number of users, or alternatively may stress provision of very high quality service to a quite small number of users.

(2) Special Purpose Systems - In this category much more is prespecified regarding the tasks to be serviced on a concurrent basis, e.g. program length, memory occupancy, timing (sampling rate) and other data. Large numbers of military and commercial "real-time control" systems fall in this category. Design and implementation of such systems depends largely on a task-oriented approach wherein the characteristics and interrelationships between tasks are documented and an appropriate executive and priority control scheme (either hardware, software, or a combination) implemented to coordinate the various tasks. Within limits, a task may even be defined to include such programming operations as compile, run, debug, thus giving to a special purpose system some of the "user" flexibility of the true general purpose systems.

The objective of this thesis study is to investigate the applicability of time-sharing principles to a particular real-time

environment, that of a digital/analog (hybrid) simulation laboratory. The system is characterized by:

(1) General Purpose Digital Computer - relatively fast medium scale processing system of conventional (Von Neumann) logical organization.

(2) Analog Computer - medium scale hybrid oriented, featuring flexible digital control modes.

(3) Several user terminals - CRT graphic display and keyboard terminals.

(4) Relatively fast and efficient input/output (I/O) channels oriented primarily to Analog to Digital to Analog (A/D/A) conversion and CRT control.

The system application goals include such tasks as:

(1) Modeling studies involving conventional analog only operation or analog operation with a small amount of digital control.

(2) Iterative mode control of analog computer.

(3) Signal-processing of inputs from on-line transducers.

(4) Experiments involving interaction of digital or analog computer with laboratory bench apparatus.

(5) Presentation of dynamic graphical data on CRT.

(6) Editing and debugging of source programs.

It is know that many instances will occur where a particular task will utilize but a small fraction of the computing system capacity. Thus as high a degree of concurrency as possible is desired. Particular questions to which this study is addressed include:

(1) Definition of anticipated processing environment on a task-oriented basis.

(2) Typical timings and loadings.

(3) Method of priority and interrupt control.

(4) Determination of "free programming" capability feasible for implementation in "spare time" of system.

(5) Memory allocation schemes and their effect on timing and efficiency.

(6) Special limitations of the system.

(7) Architecture of proposed operating system.

The study of time sharing systems will be accomplished by progressing from the study of general purpose time sharing principles to the more specific problems facing the system designer in the implementation of a special purpose system.

The study of time sharing systems first from the view point of the system designer's general non-system oriented problems provides a good building block for later design work. Adhering to the principle that "to learn is to do" the design and implementation of a special purpose, task oriented time sharing capability was undertaken as a study vehicle. The design and implementation phase of this study was centered on a real-time hybrid computer simulation laboratory.

Some general conclusions about time sharing system hardware and software were filtered out of the specific study undertaken. From these, specific recommendations for the system studied can be made regarding implementation of an efficient time sharing capability.

II. TIME SHARING TECHNOLOGY

The idea of one central computing processor serving a group of user's requests has been discussed at length by several authors.[1, 2, 3.] The actual implementation of such systems is tailored to fit the particular environment of each system. The software designer has encountered two separate environments requiring him to perform one of two tasks. First, more historically now, the task has been one of upgrading existing systems by writing significant software supervisors to do the bookkeeping and core management associated with multiple user systems. Experience proved these systems slow but tolerable for a very few users and unacceptable for any practical number of terminals. A transition was made when the additional requirements were specified for hardware designers to implement as improvements into new computing systems. These hardware improvements upgraded the efficiency of the overall system by a reduction in required software supervisor size and increase in the speed of service to an increased number of terminals, providing a class of computing systems easily adapted to a time sharing use. The second environment for software designers to work in has become the basis of present software design of time sharing systems.

1 M.V. Wilkes, "The Design of Multiple Access Computer Systems", The Computer Journal, V. 10, N. 1, P. 1-9, May 1967

2 M.V. Wilkes and R.M. Needham, "The Design of Multiple Access Computer Systems: Part 2", The Computer Journal, V. 10, N. 4, P. 315-320, February 1968.

3 C.G. Bell, "Fundamentals of Time Shared Computers", Computer Design, V. 7, P. 44-47+, February 1968, and V. 8, P. 28-43, March 1968.

A. DESIGN CONSIDERATIONS

In the design of time sharing systems, consideration must be given to some essential problems where software choices are available. Trade-offs between core economy and speed efficiency, between general unrestricted use and supervisor complexity become determining factors in eventual selection of system design. These trade-offs arise from consideration of problems in the areas of memory management, execution or servicing priority, inter-program isolation, input and output communications and their media, and human factors engineering.

1. Memory Management

Memory Management herein refers to high speed core memory and the respectively slower magnetic drum, disc, and tape bulk memory devices. The following is a discussion of memory management schemes progressing from the simplest used to the most complex state of the art procedures. None of these schemes can be chosen over its companions as optimal without study of the system environment it must work in.

The simplest memory management method employable in a time sharing system is a swapping procedure which swaps out of core one program at the end of its execution cycle and swaps into core the next program for its alloted execution cycle. This swapping method allows in core only the system supervisor and one active program at any one time. All other programs are saved on the slower memory devices. This procedure has the advantage that if there is a significant error in the executing program and a system failure occurs, only the offending program is lost.

A more adaptive scheme has been developed in which the supervisor remains in residence and several user areas are allocated from the remaining core. If any object programs are larger than their

respective allocated core area, the additional storage requirement is met with bulk memory devices such as drums or discs. This implies that at any one time core will have resident the supervisor and a number of unexecuted or partially executed programs or parts of programs. The portion of a program not in core will be stored on the slower bulk memory device ready for calling when needed in core. When a partial program in core requires a portion of the program stored externally during execution, its execution terminates and the required portion is transferred into core to satisfy the reference.

This second scheme relies heavily on an interesting observed phenomenon characteristic of most object programs. Programs have only a small section of the whole program active at any one time, most references being to locations in the near vicinity of the instruction in the instruction register. Thus, there is a large portion of memory being used to hold resident program information that is not being accessed or used to control the the computations in progress. This portion of core that is being uneconomically used as bulk storage is made available for additional programs using a swapping procedure where low useage frequency locations are stored in the bulk memory areas, rather than resident in core. The active portion of the program consequently stays in this memory window by application of chaining techniques. The completed portions of the object program are paged into bulk memory and replaced by unexecuted portions of the object program. This technique, known as paging, is used to segment programs into convenient blocks for bursts of execution activity and bursts of transfer activity between bulk memory and core. Paging allows execution of programs much larger than the actual unshared size of the system core memory.

There are many variations derived from the two basic ideas of swapping and paging. One is a segmentation of core and bulk memory into blocks useable for one terminal only. Paging is then used to access areas of interest. This can be made less wasteful of core by making the segments dynamic in size. Time used for doing the bookkeeping required to trace several dynamic boundaries, and time consumed in paging are all added to the program execution time. The trade-off here is between which is more expensive, additional core or execution time, and that depends entirely on the system use.

Two other attempts to compromise the cost of additional core have been based on special purpose core memory. One is read only memory and is used for table look-up of tabulated function values or storage of code translation tables. This saves time because these tables are always resident and are immediately accessible. Normally tables of this type are kept on bulk memory and paging is required to access them. Non-executable memory is another name for core that is read and write only. Dynamic lists and temporary storage locations are held in this area of core. Non-executable memory is not directly addressable by the program counter, or location register, but is directly addressable by the operand register. Executable instructions held in this type of core are transferred into executable core prior to execution. This is a high speed swapping scheme but still takes time and requires supervisory activity. The trade-off is using both of these special purpose core applications is in favor of a high speed requirement versus a low cost. Systems with this type of high speed bulk memory are applied to problems where minimum user time and high execution speed are required.

2. Execution Priority

Execution schemes all have a common requirement for an instruction register separate from core. This means that any instruction to be executed must normally be transferred from memory to an instruction register. There is no requirement on the number of registers in any computing system other than cost and complexity of the supervisor. Most systems have one instruction register, thus can execute only one program or ordered sequence of instructions at a time. Which program will be executed first or last is a question of which program has highest priority.

A hardware assignment of priority, a software assignment of priority based on internal parameters such as accumulated user time and memory requirement, or assignment of priority based on user originated verbal or written rules extended to the machine are the three basic methods used to determine execution priority. Most systems are a combination of the three, each on a different level separated by a classification of the type of user to which each method applies.

Hardware assignment of priority assumes a computing system designed for more than one user and gives priority to execution requests on the basis of where they originate. The request for execution is serviced under a software supervisor that could be designed to interrupt CPU activity to service high priority entries. The supervisor could instead establish a position in a timing queue, the timing position a function of the priority's level in the system hierarchy combined with other parameters. The disadvantage in this method is that user requirements differ and to get the optimal priority-job match each user must seek out the terminal that can provide the priority level required for his jobs rather than

use the terminal most convenient to his physical location. The advantage in such a system is that each terminal could be designed for a special purpose and have additional hardware available to increase the power of the terminal. This is common at real-time hybrid simulation terminals where additional linkage to the digital computer is available for the special purpose user.

Software assignment of priority is done on the basis of entering control arguments or with timing schemes. The priority could be determined by a timing consideration, giving each program a specific time slice for execution. Programs not completed can be saved by swapping or updated by paging, depending on the memory allocation scheme. The time slice size can be equal portions for each program, a "round robin" method, or a time slice could be lengthened as the number of re-starts increases for a particular program, or a simple run until completed first-in first-out queue could be used. This last method is in general not acceptable because one user can tie up the system for an intolerable length of time. The more favored method is to allow a maximum time limit for each program. When the time limit is exceeded the long program is interrupted and the supervisor initiates execution of the next program in the queue. Another modification on this is to interrupt at the time limit or when input/output (I/O) is initiated. Because the active program normally must wait for I/O to complete before execution can continue it is interrupted. The I/O is run with interlace and multiplexed channels during the execution of the next program up in the queue.

The simplest and most versatile priority assignment possible is a verbal agreement of priority that system users determine among themselves. This method is restricted to small systems with priority

reassignable terminals and conversant people. Timing considerations should be input to the software supervisor based on a set of commonly agreed on parameters modified to best serve the needs of the system users. A system architecture of this type is uncommon, but, when taken proper advantage of, will yield the best results.

Modern time sharing systems employ a mix of these priority establishment methods. A verbal agreement is reached on the execution priorities available and what priority class each request falls into. The priority assignment could be based on a listing of servicing parameters. Certain classes of requests could be tied to a hardware priority hierarchy and given service based on a software evaluation of where it falls in the combined priorities.

3. Isolation

Program isolation is required if the computing system is to avoid loss of temporarily inactive programs that are stored, but waiting for a higher priority program to finish in the queue. The method used to accomplish isolation in most systems is very dependent on and normally incorporated in the memory allocation scheme.

An isolation scheme used that is independent of the memory allocation scheme uses what is known as programmable lockouts. Programmable writing lockouts, when installed, can be set by the supervisor to allow writing only in the area reserved for the presently active routine. After execution the supervisor resets the lockout, the unlocks the area corresponding to the next program in the execution queue. By using appropriate chaining and mutual protection complete dynamic isolation can be maintained.

Systems with a paging memory allocation scheme accomplish isolation by incorporating a page table that indicates which segments

of memory may be accessed by each program. The inclusion of the supervisor in this table effectively protects the system and other users. The page table is a dynamic table, changing at the end of each executed program to indicate what areas are available for the next program in the queue and what areas are reserved for each program in the system. The option of saving a program area for re-execution after debugging is sometimes included in the supervisor, in which case the page table will retain a program after execution until the program is specifically cleared.

4. System Communication

Time shared computing systems have two levels of communication, internal and external. External communications link the machine to its users. This is a two-way linkage established at the user terminals. The terminals require a storage capability to buffer the millisecond speed of the machine I/O down to the time mode of the system user. In time shared systems, the input terminals are normally used for output, if they are remote terminals. Most systems include an option of several methods for feedback of results, microfice, magnetic tape, binary paper tapes, line printer output, and graphical display on a CRT. The options depend on the complexity of the remote terminals and type of communication links used. The basic requirement is for some form of immediate response or feedback to maintain communications between the input terminal user and the CPU. This consists of some indication of what has been accomplished at the CPU, what is occuring, and what will occur next.

The internal communication system links memory, the central processing unit, and I/O peripherals. The internal communication requirement for time shared systems is extreme economy to insure that

system hardware spends very little time waiting for the command signals required for continued I/O activity. Hence, the internal communication system should employ a maximum amount of independent and parallel activity. Ideally, internal channels are at least the same width as the machine word for parallel transmissions. These channels should be time multiplexed on a demand basis and use independent registers to allow each channel to independently keep track of its I/O listings.

5. Human Factors Engineering

Time sharing systems are uniquely adapted to on-line programming and to be of optimal use should be designed to the specifications of the human who is providing the input data and evaluating the computational results as feedback on his activity. This study indicates what some of the more important parameters are and in what range of values they tend to optimize the man-machine interface. Two general factors important to this study are the minimization of confusion for system users and the optimal system response times to provide attractive time sharing service.

To minimize (hopefully eliminate) the confusion of terminal users all functions should be labeled clearly. The labels can be augmented by comments on the output media that will lead the user to the next proper step in the execution of his particular request. Whenever possible activity that is common to several media should be presented with an identical set of rules and format for each media. All labels should be clear and unambiguous. Factors such as character size and intensity on CRT's, line spacing on media of the terminal, format of feedback (underlined, boxed, offset, etc.) and distance from the user (should be less than 29 inches) should be optimized for each application. Errors should be easily

correctable and if possible self-identifying.

Basic studies[4] indicate that human physical movement rates are no greater than ten operations per second and visual evaluation rates slow to a speed of two per second. Reading rates normally range from two to eight words per second but for persons checking program feedback the higher reading rates are optimistic as was indicated above. Normally, remote computer input terminals use a teletype keyboard. Typing rates vary significantly, but an upper limit of about seven characters per second would rarely be reached and input rates would be anticipated at a rate closer to two characters per second. These functional rates help establish an allowable maximum time for I/O functions at the remote terminal. The keyboard input processor must be faster than a tenth of a second, a physical upper limit, to allow input typing.

Studies made by human factors engineers[5,6] indicate that time sharing systems should have two basic rates of servicing. The on-line programmer is best served by a conversational rate or fast response of less than one second. However, it has been found[5] that

4 Chapanis, Alphanse, Man-Machine Engineering, Wadsworth Publishing Company, Inc. 1965.

5 Nickerson, Raymond S., Elkind, Jerome I., and Carbonell, James R., Human Factors and the Design of Time Sharing Computer systems", Human Factors, V. 10, N. 2, P. 127-133, April 1968

6 Nickerson, Raymond S., Elkind, Jerome I., and Carbonell, James R., "On the Psychological Importance of Time in a Time Sharing System", Human Factors, V. 10, N. 2, P. 135-142, April 1968.

waits of up to ten seconds are tolerable if the user knows that the computer will deliver a reasonable and useful result at the end of this wait. If service cannot be provided by the system at this rate, a very slow rate of ten to sixty minutes becomes acceptable. The latter slower rate makes it possible for the user to perform secondary tasks that allow the user to "time share" his efforts between computer interaction and secondary tasks. Another important concept must be adhered to in this dual servicing rate system, that of consistency. The response time must be predictable to avoid loss in continuity of the user's activity. Use of response time indicators would be ideal for the programmer.

B. SYSTEM REQUIREMENTS FOR TIME SHARING

Implementation of a time shared system design requires specification of the prospective environment of the system. Once the environment has been determined, the minimum required hardware for reasonable system capability can be proposed. Basic time shared system applications and configurations will be discussed. Progressing from more simple systems an analysis of desirable system capabilities will lead to discussion of more complex time sharing systems.

A system environment of several terminals, each requesting batch-type processing of jobs, table look-ups, and in general non-interactive off-line requests could require a design based only on equal time allocations for all users. The least complex system for this application is a medium sized core memory, rapid auxiliary memory such as magnetic drum or disc, more than one teletype user terminal and an interlaced series of time multiplexed communication channels. Figure 1 schematically represents this type of system. The remote terminals are used for program input and after completion of run time segments, a display of the interim and final results. Single terminal to CPU communication

BASIC TIME SHARING SYSTEM

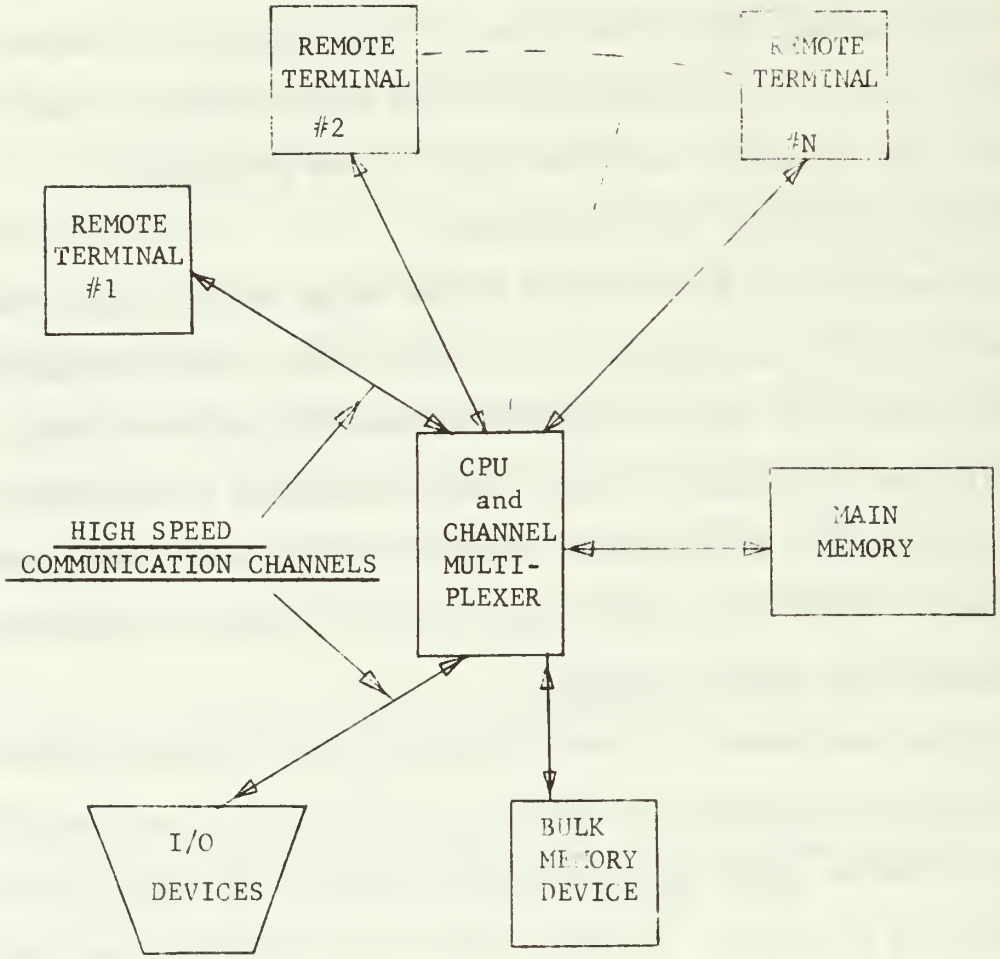


FIGURE 1

channels are required. The system is never physically idle because it is always either serving a user's request for processing or storing additional input, both activities within the supervising software program. Program input done at the remote terminals is stored by the CPU on magnetic discs or drums (bulk memory) until run time. At completion of execution the results are put back on the I/O channel and recorded at the remote terminal for user evaluation. Without time multiplexed access to memory and a channel interlace the CPU performs each of the above steps serially. To improve the system response time the communication channels are time multiplexed with the CPU for access to main memory and each user terminal's I/O buffers.

The use of interlace registers on each time multiplexed channel for control of I/O data lists and programs allows execution of programs concurrent with I/O operations. This is normally capitalized on by starting the I/O for a presently active program then initiating execution of the next program in the queue. The multiplexing allows memory access for the active peripheral I/O device between the memory accesses required by the CPU for execution of a program. The high degree of parallelism in this activity helps meet the speed specifications of time sharing systems. There is a trade-off here between increased I/O speed and decreased CPU speed.

The time multiplexing slows the CPU execution rate by only a very small amount in most systems. The transfer speed capability of the I/O device is directly proportional to the amount of slow down in the CPU execution thus the CPU is "stalled" whenever I/O rates approach the execution rates of the CPU. The fastest I/O devices in common usage are still in the ratio of 1:1000 to the execution rates of common CPU's, thus complete stalling is achieved when 1000 fast I/O

devices are operating simultaneously. This is not likely to occur because most time sharing systems service far fewer than 1000 terminals. When complete stalling does occur the system has reverted back to the inefficiency of system hold-up during I/O, thus the multiplexing and interlace features are nullified.

For larger systems, inclusion of a small independent memory at the user terminals for buffer control and buffering between the I/O devices, bulk, and main memory eliminates I/O overload of CPU execution and memory access completely. This improvement again expands the capability of a system to service many users at even higher speeds. More advanced systems now use a multiprocessor environment [7] to increase the speed efficiency and user capability. These processor areas are normally small, contain the I/O lists and chaining pointers, and are becoming a good application area for thin film memory. The additional core required to meet the higher speed specification increases the cost and complexity of the system.

A slightly different approach to the multiple processor solution of the stalling problem is to interface each individual terminal to memory through a coupler that will provide I/O device to memory access in a first-in first-out queue. The multiple door to memory coupler still has a potential overload problem similar to that of a multiplexer. The overload could occur if the multiple door entry area in core coincides with the CPU entry area in core. Software separation of these areas will eliminate the problem and the multiple door then is of nearly the same convenience as the individual buffer. The reduced costs gained by eliminating the independent user terminal memory, is traded for a slight

[7] Kuck, David J., "Illiac IV Software and Application Programming", IEEE Transactions on Computers, Vol. C-17, No. 8, August 1968.

loss in CPU efficiency and less available core for active program users.

Time sharing systems that are used for scientific applications and batch processing have an additional requirement that calls for user priority assignment that is less rigid than in the simple system of Figure 1. Some scientific applications such as hybrid calculations and real-time simulations cannot be arbitrarily terminated at the end of a specified time interval, as in the simple system, without the chance for loss of significant data, if not complete disruption of an experiment. These problems require service for variable lengths of time on a run until completed basis.

This implies a need for an interrupt system that can be activated on call and will discriminate in favor of some privileged users who have special requirements. The interrupt systems in use, in order of increasing complexity and versatility, are equal priority with software logic, a hardware designer-assigned priority interrupt system and a priority interrupt system with programmable priorities which allow users or the system supervisor to assign a priority level based on changing environmental situations. The utility for reassignable priority interrupts allows the reassignment of a terminal from use as a real time terminal to a batch processor with no excessive hardware or software requirement.

A major consideration in systems that employ a time sharing capability is a memory lockout ability that allows only the active user's allocation in core to be changed by writing. The protection feature must carry over to the slower area of disc or drum to prevent loss of any portion of a user program, or the supervisor. The memory lockouts normally employed are a manual lockout and a programmable lockout feature. Both techniques require a hardware signal interception

scheme to inhibit writing in a section of memory. Other schemes are available such as re-interpretation of addresses sent in at each terminal so that they address a different section of memory, divided between core and a virtual bulk memory. This requires either an input terminal independent core for a preprocessor, or a discrimination procedure at the remote terminal-CPU interface.

The initial time sharing system example had a limited capability. A further specification for more terminals increases the speed required for execution, supervisory activity, and I/O. Speed capability is attained by use of additional registers (interlace) and core (independent terminal memory) to attain parallel CPU execution and I/O. To supervise this activity the supervisory software is more complex. Because supervisory software internal time requirements can become excessive, additional hardware such as memory lockouts, interrupts, and chaining registers become necessary. Specification that the system is to have remote terminals in different types of environment means that priority interrupts are necessary to help prevent software overloading. Because there is a limit to how much core memory is allowable, high speed bulk memory devices connected to memory by high speed, interlaced, time multiplexed channels are required. The implementation of the suggested system improvements has several forms, all linked to the environment of the computing system to optimize the solutions to the problems discussed under system technology.

III. SYSTEM ENVIRONMENT

The study of an existing non-time shared system environment was undertaken to determine the applicability of the above time shared system design considerations. Software requirements are dictated by the hardware efficiencies and deficiencies encountered in a system, hence a thorough understanding of a system's hardware capabilities is required in the initial phase of time sharing design. Analysis of the system software to determine how it fits into a time sharing application is then undertaken. The standing system to be studied is a hybrid computing facility with one analog computing station, two CRT display consoles and one digital control console.

A. SYSTEM HARDWARE

A brief description of the physical components of the system and how each is linked together follows. Particular attention to time sharing requirements and system capabilities will yield an estimation of how well the system hardware is adapted to time sharing applications. In this study hardware deficiencies will become obvious and ways to circumvent these difficulties are discussed.

1. Analog Computer

The analog station has the standard analog system components of operational amplifiers, potentiometers, precision resistors and capacitors. In addition, there is a precision clock, digital counters and an extensive logical patching network for control of analog and digital computations, control of problem logic for extensive system simulation, and data reduction using the system's sampling capabilities and fast fourier transform analysis. This analog system is capable of operation under digital control or capable of taking

control of the digital system on an interrupt basis. Normal batch processing (background operation) can be momentarily interrupted for analog servicing, then control returned to background as soon as the analog data requirements are satisfied.

Normal analog requirements for digital service call for input of new settings for potentiometers, new initial condition settings, resetting of differential analyzer thresholds, sampling of selected output values, data storage, processing and I/O. Digital services are initiated by two types of interrupts, analog logic interrupts and data channel interrupts.

Analog logic interrupts are tied to timing counters or differential analyzer outputs through the logic patchboard. When triggered, an interrupt shifts the digital system from its background activity to a service routine written by the user to perform the above mentioned types of function applicable to his analog problem. Upon completion, control is returned to the interrupted background process. A second set of interrupts are linked to the digital - analog interface and are triggered automatically whenever an interface buffer transfer, digital to analog (D/A), analog to digital (A/D), or the analog component address and voltage buffer, has been completed. The interrupt will initiate any end of transfer activity the user desires.

The transfer of data on the D/A, A/D, and control (analog component address and voltage reading), channels is done through a second port to main core memory. The multiple access to memory (MAM) device allows the analog computer to access a block of memory for data buffering and leave unaffected background processing until the two activities address the same block of core. When simultaneous access is required into the same block of core, the MAM

device has priority and accesses first. The MAM multiplexes requests for memory access between (see Figure 2) the A/D, D/A, and control channels of the analog computer and the display buffers being read by the display hardware to drive the CRT amplifier.

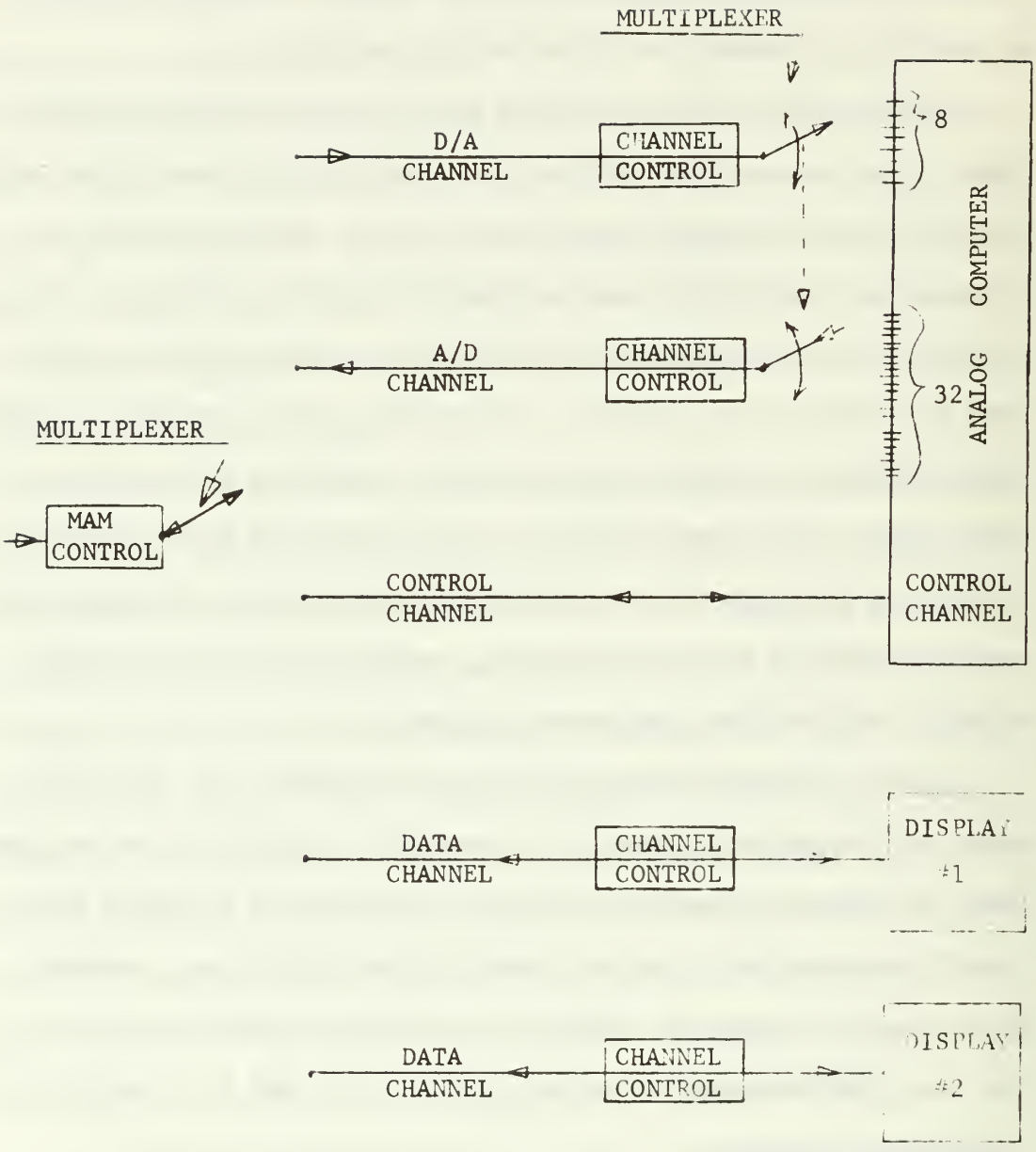
The interrupt system connecting the CPU and the analog computer is ideal for a time sharing application. The logically controlled and end of I/O activity interrupts allow calls for digital service to enter and exit the batch queue without a disruptive influence, once the called routines have been assembled and compiled into an octal form and stored in the system. The channels are multiplexed and have access to memory through a multiple door, providing I/O buffering at high speeds with minimal stalling of CPU controlled batch processes. The D/A and A/D channels are effectively interlaced so that each can run independently and simultaneously, again ideal for the parallel activity required for time shared systems.

Figure 3 indicates that core memory is divided into three separate and independent blocks of a lower 8K*, a middle 8K and an upper 16K. The system supervisor resides in the lower 8K of memory with a small dynamic list of tables stored at the top of core referred to as upper in Figure 3. The analog and display buffers must be in the upper 24K of memory to be accessible to the MAM for transfer to the respective device.

2. Display Units

Each display console has a twenty-three inch diagonal CRT, a light pen, and a teletyperwriter keyboard. The scope CRT is coated with a fast time constant non-memory type phosphor, and has beam

*All references to list lengths and memory block sizes are in thousands (K) and decimal radix. e.g. 8K= 8000_{10} = 017500_{8}



TIME MULTIPLEXED A/D/A and
DISPLAY CHANNEL LINKAGE

FIGURE 2

MEMORY DIVISION and CHANNEL ACCESS LINKAGE

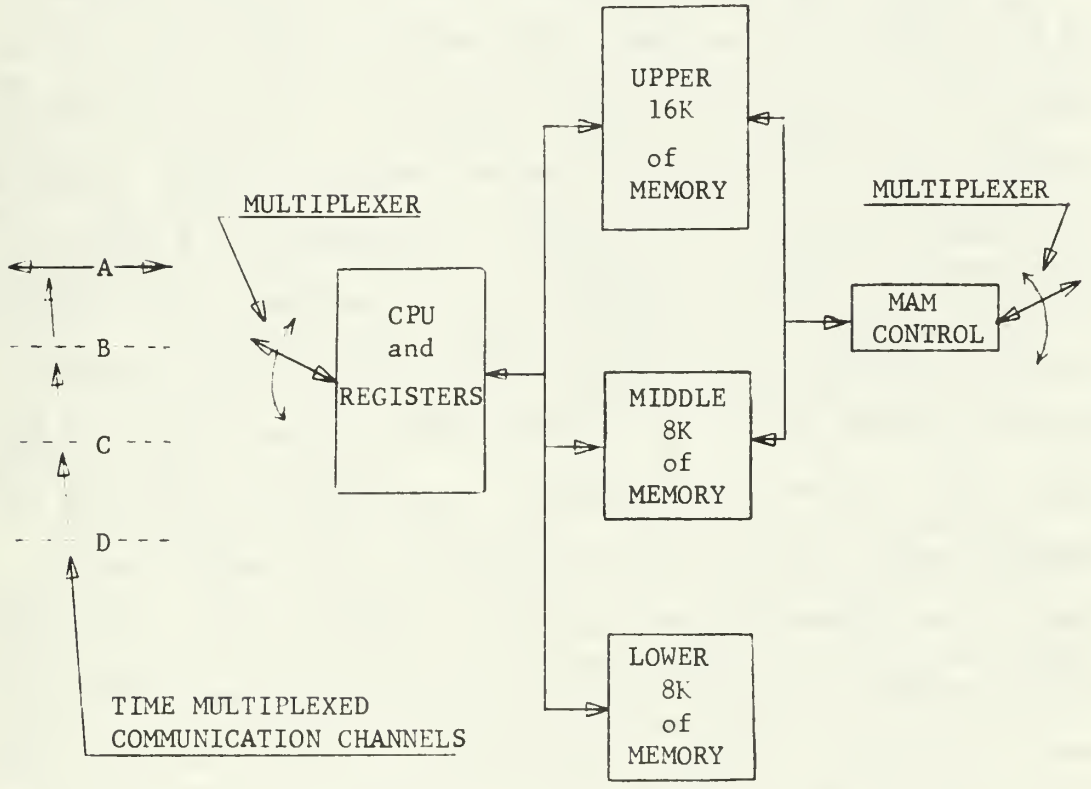


FIGURE 3

writing speeds from 7.5 to 18 microseconds for characters and maximum vector writing time of 52 microseconds on a useable display area 12-1/2 inches horizontally and 13-1/2 inches vertically. The flicker free refresh rate is 45 frames per second. The displays communicate with main memory through the second port to memory (MAM) and are time multiplexed with service calls for A/D and D/A buffer activity.

The displays use software defined buffers in core for storage of the data presented on the scope. Each word is accessed from core and transferred to a single word buffer for display. The word is read and printed in one of three modes: character, vector, or point. Depending on the mode specified, the single word is interpreted as a four character word of six bits per character, an x-y position for the beginning or end of a vector, or as a single point to be displayed. The two controlling words specify the starting address and word count for the display list, and the mode of display. These words are stored in independent control registers for each display, which enables the displays to run independently of each other. Whenever a word count and starting address is specified as zero, the end of display list interrupt is initiated. Activity is suspended until either the list is restarted with the word count and starting address of another display buffer, or end display action is completed.

The light pen is a light sensing diode that suspends display activity within 1.75 microseconds after sensing the writing beam and triggers an interrupt. The address of the word in the display buffer being written by the writing beam at the time of the light pen strike is available to the digital interface and input with software. In the case of vector or point modes, only the buffer word address of the strike is available, however in character mode the character

position in the buffer word is also available for processing.

The teletype keyboard used at each display console is a system-standard keyboard for inputting characters* with additional keys that provide convenient functions for scope presentation. Accompanying the keyboard is a function panel that has an additional 32 keys (numbered 0 - 31) for specific programmed functions if desired. A key stroke on either the teletype keyboard or the function panel triggers the same interrupt and provides the digital interface with an octal code indicating which key was depressed. Software is required to input this coded data for processing. The keyboard code is the American Standard Code II (ASC II) which the display hardware is designed to display. The function panel code is a sequential octal numbering that corresponds to the struck key, which is convenient for software connection techniques.

The interrupt system installed at these displays is ideally suited for a time sharing application. Entry may be made into the batch queue and service routines called without disrupting the batch programs in the system. This presumes some software provision for saving and restoring is made in the interrupt software. These consoles could be used for input of symbolic programs and processing of them in the batch queue in an orderly fashion. The multiplexed MAM and effectively interlaced channels provide a high speed parallelism required for time sharing applications. Because of the MAM, access to the drum is efficiently initiated and interlaced with other CPU activity. A requirement for at least two channels for the

*See Appendix B for listing of keys and corresponding codes.

CPU becomes apparent at this point. For maximum parallel activity program input to the drum could progress on one channel, multiplexed with I/O activity from the batch queue on a second channel and with the hybrid I/O on a third channel.

3. Main Control Console

The control console has a teletypewriter for input and an octal display of the accumulator (A), extended accumulator (B), three index (X1, X2 and X3), flag (F), program counter (P), and instruction (I) registers with indicators for active channel and peripheral unit. The control console is the man-machine linking interface where system activity is presented visually for operator evaluation. An on-line programmer may take control of the system for input and execution of instructions in a step by step mode at this console by manipulation of the step, idle, run, and hold control switches. Using the teletypewriter, program execution may be initiated or terminated. Two programmable interrupts and six sense switches are available for hand operation and the on-line programmer may utilize these to perform specialized functions during execution of his program.

4. Interrupt System

The priority interrupt system is an absolute priority hierarchy which cannot be changed without hardware modification. The triggering of an interrupt causes the system to execute the instruction in the core location corresponding to the interrupt's priority, hence, interrupt 027* has a priority in the interrupt hierarchy of 027 from the highest and executes the instruction in location 027. This implies that there are 026 interrupts that can interrupt

*Numbers preceded by a zero are octal i.e. 027 is read "octal twenty-seven".

when interrupt 027 has occurred and has not been cleared. The highest priority interrupt triggered always takes precedence over a lower priority interrupt.

A priority interrupt has three states: inactive, waiting, and active. The inactive state is self-descriptive, the interrupt will not react to, and does not have any triggering pulse on it. Hence, it is in a do-nothing state. Waiting state is reached by arming the interrupt with a software instruction so that it can respond to a triggering pulse that would initiate the execution of the interrupt's corresponding instruction. The active state is reached if two criteria are met. First, the interrupt must have been armed, that is, in the waiting state. Second, there must be no higher priority interrupts active at the time of the triggering pulse. If a higher priority interrupt is active, the triggering pulse is saved and after the presently active high priority interrupt is cleared the triggering pulse is then acted upon to put the waiting lower priority interrupt active. The only automatic hardware functions are the trigger pulse, priority check, the save of the trigger pulse if a higher priority interrupt is active and uncleared, and the branch to the priority specified location upon going active. This means that software interrupt servicing routines that can interrupt any other routine must provide return to the interrupted routine. Additionally, software interrupt servicing routines must not clear a newly active interrupt until the newly active routine can be interrupted by a lower priority interrupt without loss of continuity. When an active interrupt is cleared, the only branch that can automatically occur is on a saved interrupt waiting to go active from the waiting state. Lower priority routines, once active

and then interrupted, are not automatically returned to upon the clearing of a higher priority interrupt. This responsibility is the software programmer's.

The priority interrupt system provides the capability for temporarily suspending execution of one program in favor of execution of a second. The priority interrupt system is excellently adapated for a time sharing environment and eliminates considerable amounts of software with its built in logic for waiting states. Because each interrupt may be connected to any routine with ease, the interrupt user may be varied according to changing system configuration.

5. Time Multiplexed Communication Channels and Peripheral Devices

The system peripherals are linked to main memory by high data rate time multiplexed communication channels (TMCC) each with a set of registers that allow for interlaced activity between the CPU and the channels. The I/O channels operate at the speed of the I/O peripheral attached. Figure 4 illustrates the configuration of the channel with its attached peripherals and interlacing registers.

The channel demands for memory access are considerably slower than the CPU in this system. Hence, individual peripheral memory buffers are not necessary. Figure 5 indicates the relative percentage of CPU reduction in execution speed for interlaced I/O for the system device. Each channel may have I/O on only one device at a time and the TMCC control unit can service up to four channels, although only one channel is installed. The TMCC Control Unit connects to core memory through the CPU and services calls for memory access from the channels when they arise.

This system has a high speed, 800 lines per minute, 132

CHANNEL INTERLACE REGISTERS and
PERIPHERAL CONFIGURATION

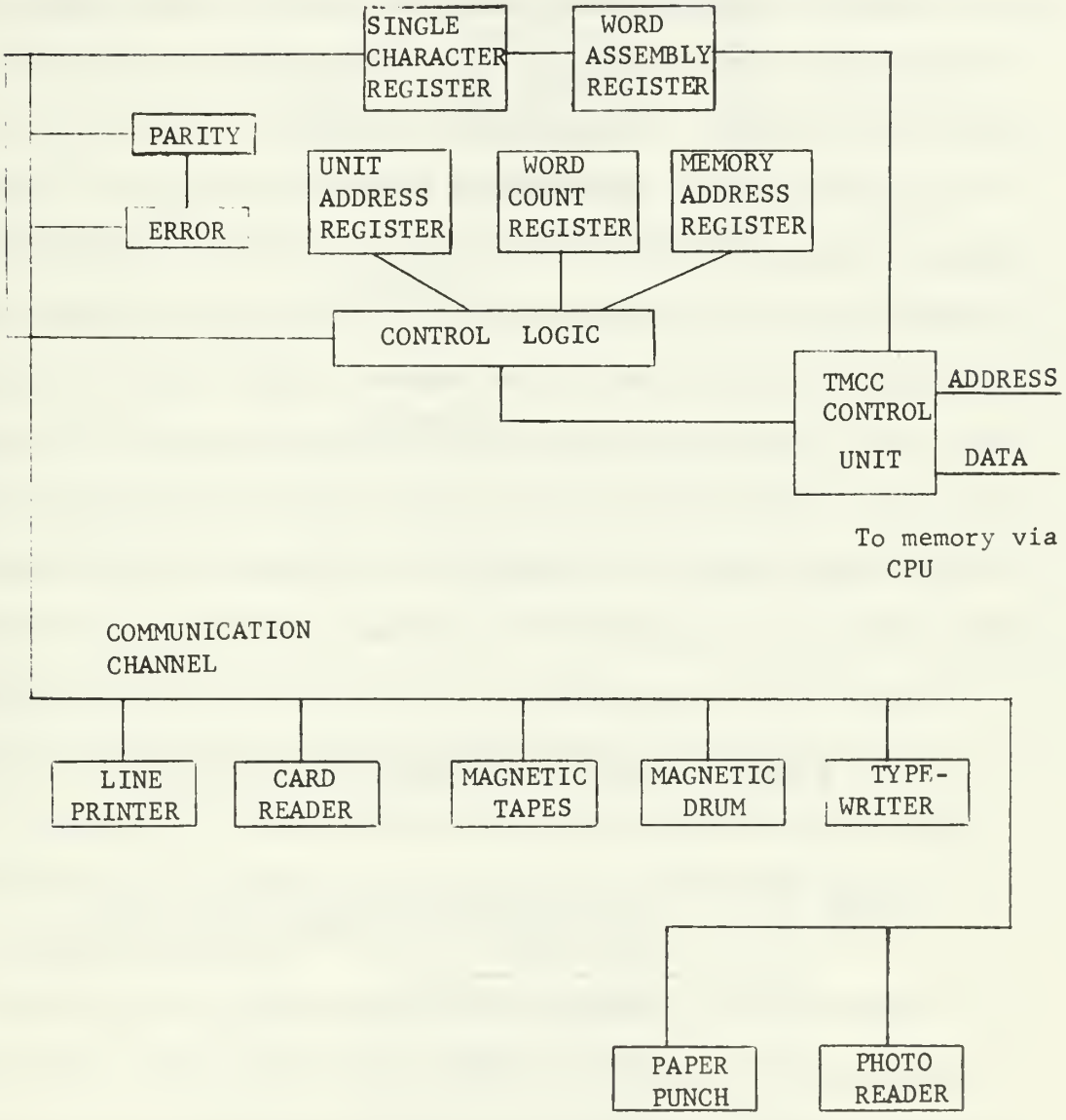


FIGURE 4

GRAPH OF RELATIVE CPU STALLING FOR ONE

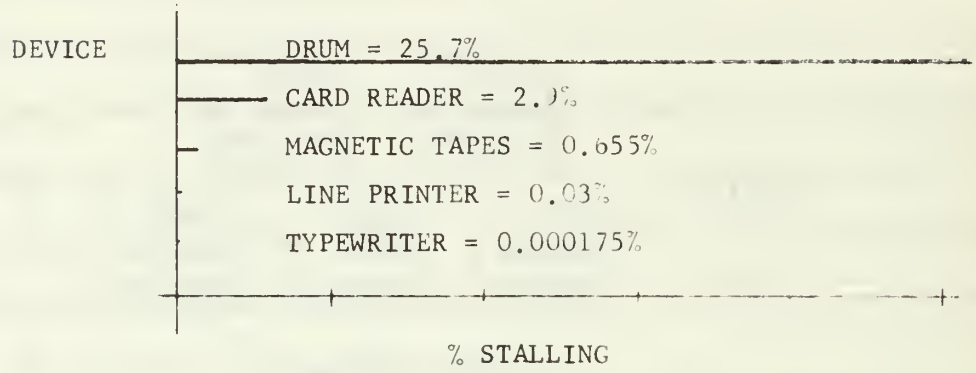


FIGURE 5

GRAPH OF RELATIVE CPU STALLING FOR TWO TMCC'S

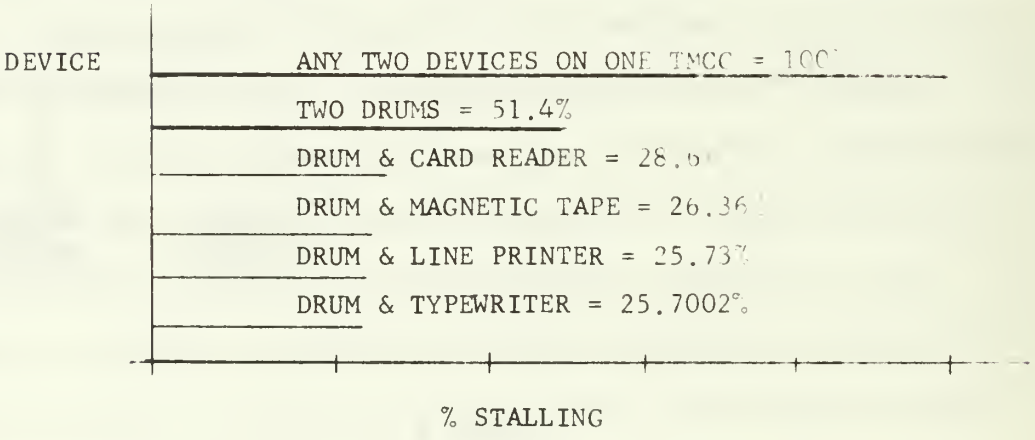


FIGURE 6

characters per line, line printer; two, 200 bits per inch, 15K character per second magnetic tape units with unit number selectivity from zero to seven; a two million word, 147K words per second drum; a 10 character per second, character teletypewriter in conjunction with the main control console and a 210 cards per minute card reader all on one TMCC (A).

The system capabilities are ideal for time sharing applications. The I/O channels are capable of data movement in parallel with CPU processing. The multiplexer allows memory access for more than one channel between CPU memory accesses. The bulk memory device is very fast, capable of swapping the entire core memory at a rate of 276 times per minute. However, because each channel may have I/O on one device at a time the advantages of parallelism are nearly lost. Swapping or paging activity must time share the single channel with active I/O resulting from execution of a program in the batch queue. This results in an unavoidable complete, or 100 percent, stalling of either the batch execution at I/O time, or the swapping activity. The installation of a second interlaced TMCC with only the drum on it, will significantly reduce the stalling from 100 percent to between the limits of 51.4 percent to 25.7 percent. (See Figure 6).

B. SOFTWARE ENVIRONMENT

The computing system operates under control of the SDS Real Time Monitor (RTM). This system supervisor makes provision for controlling assembly and compilation, hybrid, display, and batch processing in an on-line, real time, simultaneous I/O mode. The RTM provides a set of debug routines along with a complete set of diagnostics for debugging and analysis of programming errors. All active programs are run in a batch processing mode referred to as background.

Background jobs are swapped out of core on to the drum if additional core memory is required for an interrupt service routine. After the interrupt is serviced, control is returned to the interrupted background program after it is swapped back into core. The areas on the drum where swapped programs are stored are reserved and protected by RTM from being written over.

Memory management is done by RTM. Figure 3 shows the subdivisions of core memory with the resident control portion of RTM in the lower section, interrupt processors in upper with some of the RTM's temporary pointers, and batch processes in the remainder of core. Non-resident RTM subroutines called by a batch process are added to the lower portion of memory moving the lower limit of the batch process higher into core. When a batch process is too large to fit in the core remaining after lower and upper are filled, RTM will not execute the batch program and gives an error diagnostic.

The system supervisor, RTM, has a resident processor, a Fortran IV processor, a Symbol and Meta-Symbol assembler, an overlay loader, an I/O processor and primary and secondary libraries.

The resident monitor processes all control messages and makes provision for users to write and define new control messages to specify additional activities or modes of operation. An interrupt processor (which saves hardware and program status) is included to control all interrupt processing. After an interrupt routine is serviced the interrupt processor restores the interrupted program and hardware status. The interrupt processor is re-entrant and interruptable allowing multiple interrupts to be processed without loss of the interrupt processor's arguments. The re-entrance program saves the arguments of

a subroutine if it is being re-entered as a result of an interrupt. These arguments include local variables, temporary storages, return addresses, calling argument addresses, and are stored in a first-in last-out push down stack.

A resident loader is used to load all programs from the system files including the overlay file, secondary and primary libraries. The loader is semi-absolute and has the ability to search the system files for a called symbol at load time. When the symbol is located, the subroutine containing the referenced symbol is loaded and linkage is made to the symbol. Some resident supervisor subroutines are callable as subroutines for the general user which results in possible user program size efficiency.

The SDS Fortan IV processor includes an assembler, compiler and generates subroutines that allow real time operations. The Fortran IV language used is the standard machine independent mathematical language used in IBM and CDC systems.

The Meta-Symbol and Symbol assemblers translate machine language symbolic input into an octal semi-absolute format ready for compilation, loading and execution.

The overlay loader converts relocatable segmented programs into proper form for loading. Any programs that are segmented are loaded under control of the overlay loader which does the bookkeeping of when the proper time for loading is, and which segment is to be loaded next.

The system I/O processor is a subroutine that generates its I/O octal format from the calling arguments. This routine processes all supervisor and Fortran initiated I/O and with the proper calling

arguments it will process any I/O desired. This processor has built-in checks that control list movement and saves pointers to reserved files for later processing. All I/O is done on a first come first served basis with no I/O interrupt possible during an I/O operation. The interlace capability is used to do I/O in parallel with CPU activity.

The primary library is stored on the drum and consists of system routines, Fortran I/O, and routines to perform mathematical operations. Mathematical routines may be added as they are written and perfected by system users. The debug program is provided as a part of the primary library for tracing, patching, snapshots and program display.[8] The secondary library, which is also stored on the drum, includes interrupt services routines and batch production programs that are to be saved for production runs.

The system software is not designed for time sharing. Some of the subroutines required to correct this deficiency are available in the supervisor itself. The re-entrance subroutine is the most significant of the system software subroutines required for time sharing implementation. The resident monitor ability to process new control messages with arguments and the re-entrant interrupt processor are other important building blocks. The most significant improvement necessary is alteration of the assembler and compiler routines to include a re-entrant capability. The I/O processor's pointer tables and ability to reserve areas and hold the reservation are especially essential to a time sharing environment. The inclusion of a relocation processor for swapping and paging would complete the implementation of a time sharing capability.

[8] Scientific Data Systems, SDS Real-Time Monitor Reference Manual, P. 17-18, Publication 90 11 OGC July 1967

One of the most important features of time sharing software is swapping speed for paging through virtual memory, reading a page to be saved onto a drum, then writing a desired page into core. The nominal maximum word transfer rate for the drum is 147 kilohertz. When the system I/O processor is used to do the data transfer, the word transfer rate (see Figure 7) drops to 5.85 kilohertz, about 4 percent of the nominal rate. A simple high speed swapper (Appendix A) external to the system processor has an average word transfer rate of 85 kilohertz. (See Figure 8). The higher word rate is desirable in terms of response time for the system, however, the trade-off is loss of system protection of time sharing drum listings from batch and hybrid initiated writing activity, and vice-versa loss of protection of batch and hybrid drum listings from time share initiated writing activity.

The display console software is not adapted for source input of object programs. The existing software is especially adapted for input from the main control console and hybrid system for display of results. The lack of program independent linkage to the CPU makes its use for time sharing difficult, if not impossible with existing software. The display buffers are dynamic and relocatable and because of these features they are not consistently accessible for application of paging techniques. These factors complicate the requirement for linking debugging and editing capabilities from display lists to drum lists, and for orderly and rapid translation. Considerable study indicates that linking existing display software to the needs of a time sharing system console requires software patching more complicated, thus slower, than a new software package designed to do the time sharing task. The new software does not pre-empt existing

GRAPH OF TIME VS. WORDS TRANSFERRED
UNDER RTM CONTROL

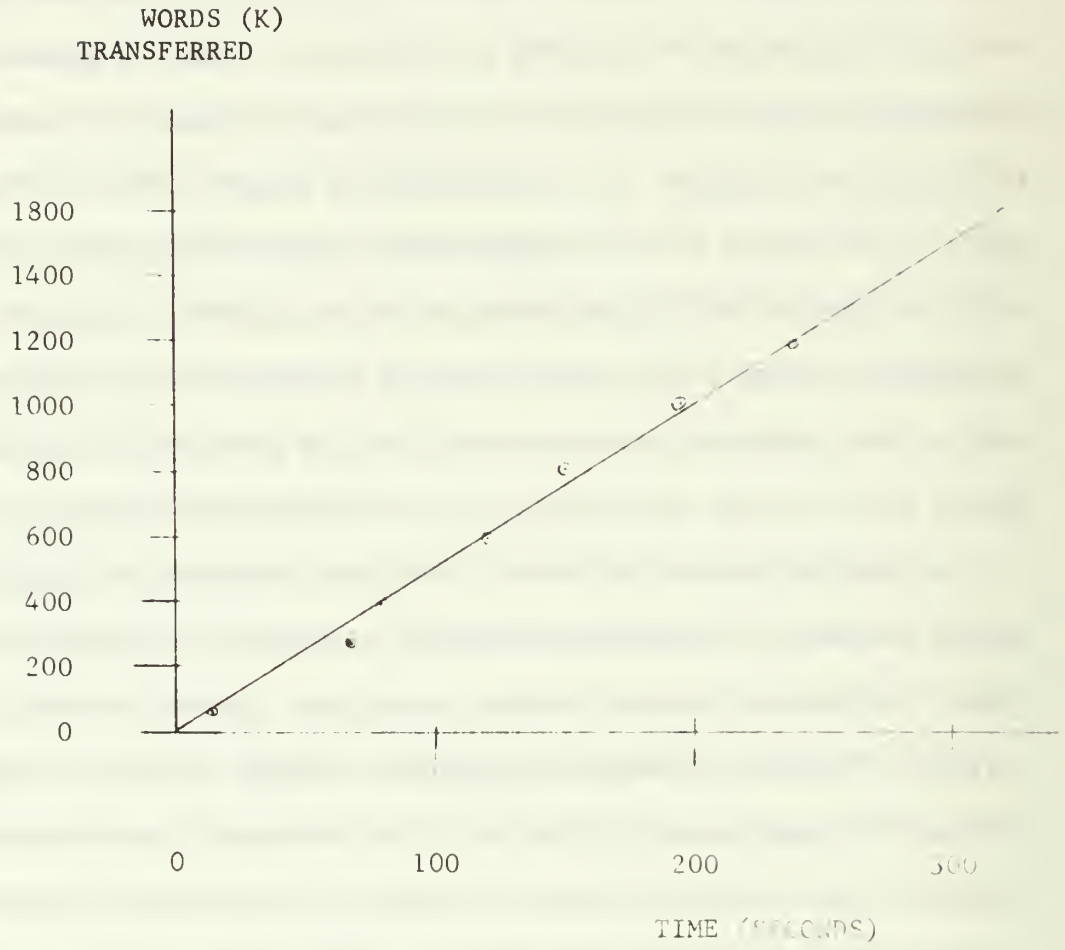


FIGURE 7

GRAPH OF TIME VS. WORDS TRANSFERRED
UNDER HIGH SPEED SWAPPING DRIVER

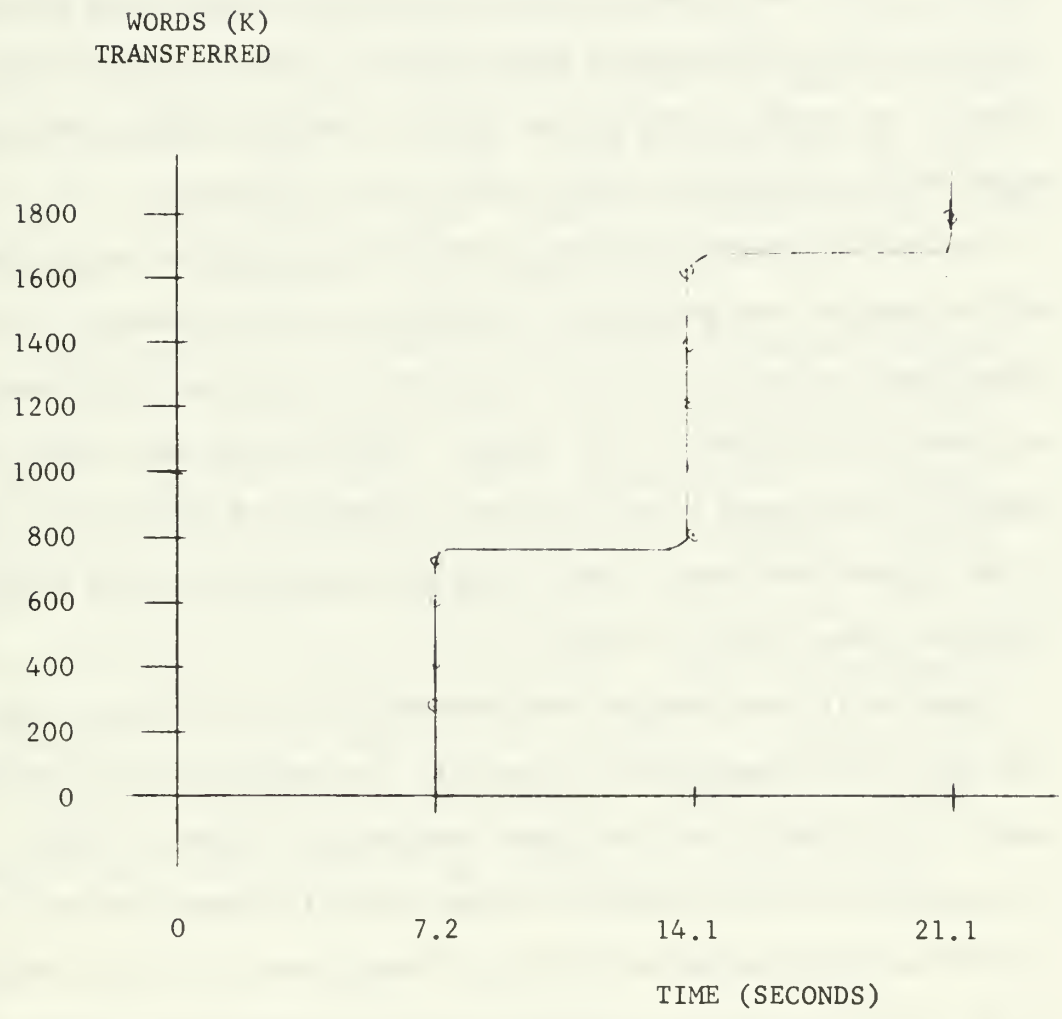


FIGURE 8

software capabilities nor uses, only makes possible a time sharing capability on call as an additional system subroutine.

C. SYSTEM RELATION TO A TIME SHARING CONFIGURATION

The system outlined above has the basic hardware potential required for a time shared system. Most important is the multiplicity of user terminals. The main control console, each display unit, and the hybrid system provide stations where four potential users could share the system. The display consoles and the main control console are stations where on-line programmers would normally use the system.

The hybrid computing system and the display consoles access the digital computer for processing time with priority interrupts. These allow access to the CPU, hence, core memory at any time their particular priority is highest in the system. Provision has been made for additional interrupts to be installed to expand and restructure some of the system functions. These could be connected to a time sharing execution queue or put to other use.

Speed of I/O and swapping are provided by the interlace system and time multiplexed communication channels. The required fast swapping speed is provided by the high speed drum and the interlace TMCC. The interlace is very essential to the parallel movement of data on the TMCC during run-time on the CPU, if additional I/O is not required by the CPU. At least one additional TMCC is required to relieve the 100% I/O stalling problem.

The only hardware isolation provided is a set of manual protect switches built into the drum controller. This protection is needed regardless of whether the system is time shared or not. These switches could be set by an individual to save listings for execution

later if desired, however, the system supervisory software will save these listings until released.

The system software supervisor is not designed for time sharing. Because the assembler and compiler are not re-entrant these two functions are necessarily in the batch queue under a run until completion mode. When a program is assembled and compiled it may be swapped out to allow other users into the batch execution queue. Because there is not a relocation feature the program swapped out must be swapped into its original location in core. These indicate that for time sharing the batch execution area, a swapping procedure is best. This conclusion is supported by other system analysis.[9]

System provision for connecting additional interrupt routines, and swap-out of active batch routines during interrupt servicing, is used to save batch programs during the execution of interrupt programs that link to the time sharing swap-in, execute, swap-out cycles. The provision for retaining user listings after I/O is used to save listings for swapping on the drum. Additional software will be required to initiate swapping and do tracing of execution activity for interrupt linked time sharing programs. Routines to provide program input, and editing at the display are also required.

9 Stewart, J.J., Program Relocation in a Multiprogramming Environment, Masters Thesis, Naval Postgraduate School, 1967

IV. PACKAGE PHILOSPHY

The ultimate goal of the design of a special purpose time shared capability for the Electronics Engineering Computer Laboratory has several intermediate goals to be served in the achievement of a useable design. A desire exists to use as much existing software and hardware as possible. This reduces the problem of interfacing new programs and hardware to the old, reduces the additional core requirement for the larger supervisory program, increases speed by keeping the supervisor small and resident so supervisor swapping is not required, and will avoid costly bookkeeping errors that lose programs or user listings. The additional software should be stand-alone and callable as a subroutine so that a "partially" time shared and foreground - background system will run under simultaneous control of the old and new supervisors. The time sharing capability should provide as fast as possible service to minimize mutual interference and time delays.

A. SYSTEM USERS

This computing system is used primarily by students who are learning the basic principles of hybrid computing techniques, or learning the basic principles of machine language programming and computer hardware capabilities. Hence, a considerable amount of time is spent doing editing, debugging, step-by-step execution, and rerunning of the same programs. Most of the basic hybrid programs require very little CPU time but monopolize the entire system by using the line printer as output in a print and calculate mode. The technique of step-by-step execution also monopolizes the entire system. In the case of step-by-step execution, the system is kept in idle except

during a step, when the system executes one instruction.

These two modes of operation are the most common used and the most wasteful of CPU time so any time sharing capability must allow at least these two types of users to share the CPU. The inclusion of a batch user into a group of step-by-step debuggers and hybrid users would be ideal. This special purpose time sharing supervisor is designed to provide service for two users doing step-by-step program debugging at the display console, one hybrid user, and one batch processor doing either Fortran IV or Meta Symbol production runs, with each user able to use the full capabilities of the system with a minimum of mutual interference. The users doing step-by-step debugging are allowed to rejoin the background queue for run time by any workable verbal agreement with the other users. The display consoles are not limited to step-by-step debugging. They are useable for on-line editing and correcting of successful or unsuccessful programs on a page-by-page basis and then re-entry into the run time queue by verbal agreement. Figure 9 is a pictorial outline of the envisioned special purpose time shared system with possible use configurations listed.

B. QUEUING

This computing system is installed in a unique environment that allows the execution queue to be entirely external from the hardware or software of the system. Because all four possible user stations are within conversational proximity of each other, the best and most foolproof method of determining execution priority is by word of mouth. This allows consideration of length of job; who is first in the queue; who the agreed primary user should be based on the urgency of the individual's time schedule and projected system use; which

OUTLINE OF PROPOSED SYSTEM TERMINALS
AND EMPLOYMENTS

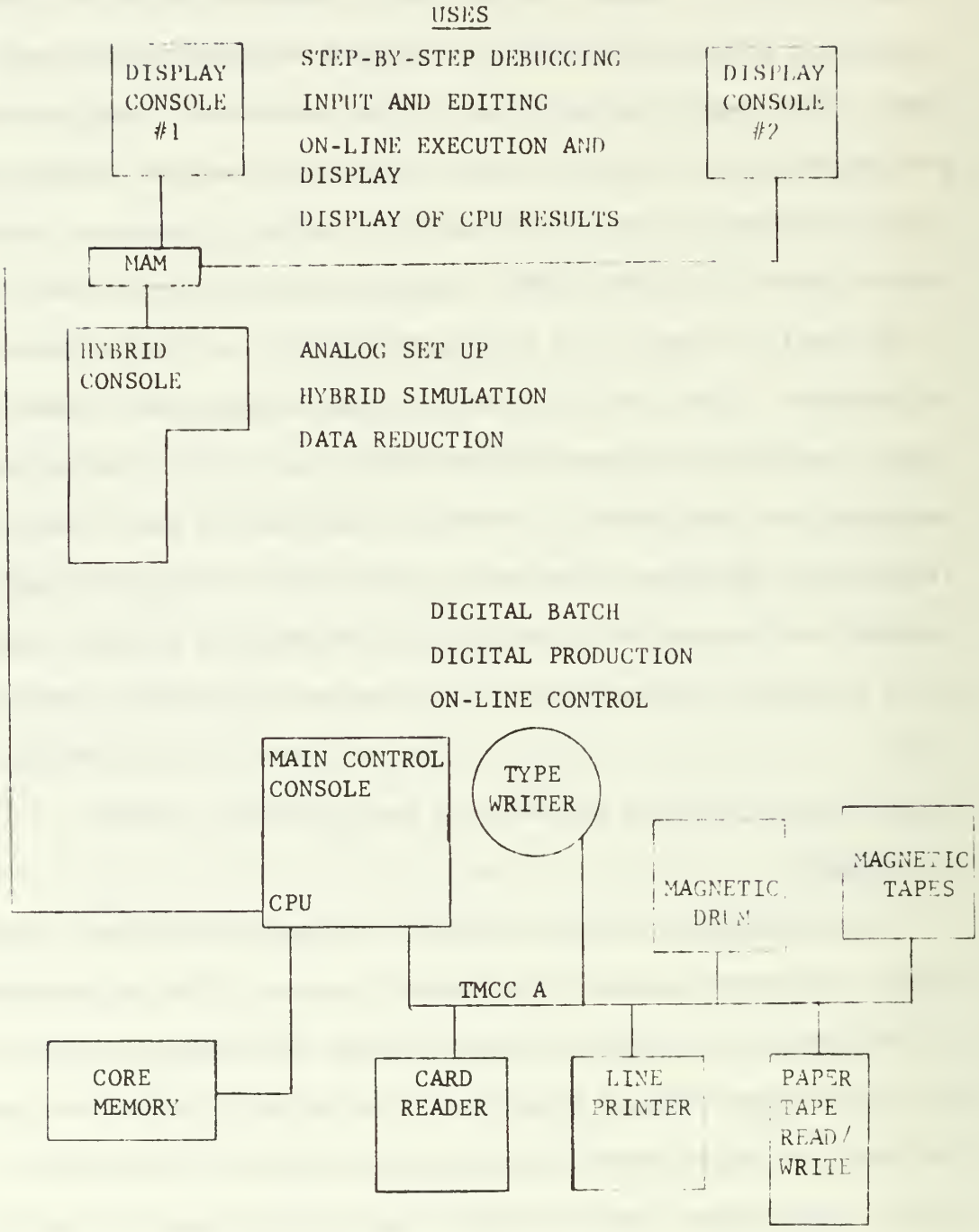


FIGURE 9

user is most likely to cause system disruption through destructive writing on the supervisory RTM; and of other less subjective basis for priority to be determined with the inherent adaptability of a man to man interface versus the inherent rigidity of a machine logic to man interface.

The run time queue is a verbally agreed on priority for batch or background* execution of a user's program. This is distinct and different from the input, editing, debugging or step-by-step activity at the display consoles. These latter activities occur on an interrupt basis and are serviced in an internal queue (priority interrupts) on a higher priority than the run time queue. Limiting the run time queue to background operations allows the priority interrupts to be processed on a demand basis and avoids setting the system to an idle state for step-by-step debugging. In turn, the interrupt demands must necessarily be short and if at all possible unseen by the background operator to allow a reasonable program cycle rate for a group of background users.

The foreground* user enters the run time queue by verbal agreement of his priority with the background users. This run time queue is an assemble, compile and execution sequence that ends for a program in this queue when execution is completed. The decision to operate in this mode, rather than enter background for execution from the displays in foreground via interrupts, was based primarily on the arguments discussed below.

*Batch and background are used interchangeably.

*Interrupt and foreground are used interchangeably and apply to users who are serviced by interrupts exclusively.

The system supervisor assembles, compiles and executes programs entered into the batch processor in background only. In the background mode RTM requires that at least one control message be input from the card reader or the control console teletypewriter during the job initialization phase. This requirement restricts foreground to background movement for any program to have at least one control message in the background area. Because background operations must be suspended for execution of a program input at the display consoles anyway, it was decided that the foreground user desiring to go to background execution should join the background queue and not disrupt the already formed queue with a priority interrupt entry. A second very important objection to interrupt entry into background is that the assembler, and compiler are not re-entrant. If a background job is interrupted for foreground entry into the background assembler and compiler during either assembly or compilation of an active background job, the interrupted job is lost and bumped out of the queue. Highly unsatisfactory for the bumped user!

The additional objections to priority interrupt entry into the background queue are less severe and could be eased with system development. The most obvious is the lack of multiple output media. Background users normally output on the line printer. Because only one line printer and TMCC are installed at present there could result a mixing of from two to four outputs if priority interrupt entry into the background queue did not provide a private output media. The most obvious private output media is the display console and software provision for this has been made. However, a hard copy, when desired, requires an additional entry and re-execution in the background queue at an inconvenience to the user.

Changing any portion of the RTM to provide re-entrancy to the assembler and compiler is not a trivial change. The RTM is a large interleaved software program with most of its links dependent on each other. There are several subroutines called by the assembler and compiler which would require changeover to a re-entrant capability. In addition, some of the subroutines in the assembler and compiler are called by other routines, and these individual internal routines would have to be changed to have re-entrancy too. The execution and check-out of such a change is an ambitious undertaking.

The hybrid user can operate entirely foreground and get nearly all the service he desires. However, the conflict over the single line printer as output device can arise. Most hybrid programs require some form of output listing of activity for evaluation of problem progress. The background processor also requires a copy of his results. The use of a verbal agreement to establish output priority is the best solution. In some cases a hybrid user must have output immediately so he can react to developments in a real-time simulation. In this case if large amounts of data are output at a single burst the line printer must be used. However, if only a small amount of data is required, then the teletypewriter is a suggested alternative. The teletypewriter is not a useful output device except for short, two line messages because its writing speed is much too slow (ten characters per second). An alternative is using the magnetic tape as output media for the batch processor, with a first-in first out queue on output from magnetic tape to the line printer when the hybrid system is in an activity null and the background queue is either empty or interruptable.

C. HUMAN FACTORS APPLICATIONS

Applying the concepts expressed by some human factors engineers [5, 6] response times were designed into the software to be constant for each particular mode of operation. The step-by-step execution mode is one of the slowest at six seconds per step, however the user has several interpretive functions to perform at each step, hence a slower response time is tolerable. Paging is a slow process but is still easily tolerable at six seconds per page. The on-line programmer performing editing functions works on a page at a time and does not normally page rapidly through a program. The editing function response times (light per strike, character input, and line erasures) are less than the ten millisecond minimum response time of the on-line programmer, hence are adapted to continuous uninterrupted use at the on-line programmer's maximum ability. The only sizeable delay is after entering the background run time queue. This delay is either short in the order of 1 or 2 minutes, or long -- ten minutes or more, depending on the system activity. These times fall into the two categories of too short to be inconvenient or long enough to allow the on-line programmer to "time-share" his time between the run time queue and a secondary task.

The display presentations are formatted to the user's past experience as much as possible. This familiarity helps provide a better fit of the machine to the user. In the input, edit, and debug modes the scope face has an underlay that duplicates the standard Fortran IV coding sheet used for program writing. Because the programming activity is the same, the identical format helps the user feel familiar with his new environment and concentrate on the old set of rules he always has used for program writing. When the

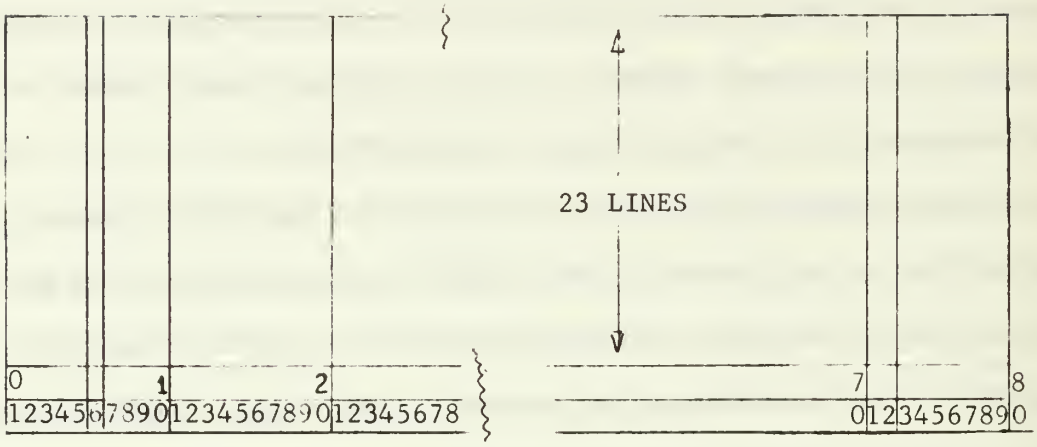
on-line user is in the step-by-step debug mode the scope format duplicates the main control console layout as nearly as possible. This format is modified to be read more easily than the control console by presenting all data as octal numbers in the same respective locations as seen at the control console, with the register labels linked to the contents with an equal sign. (See Figure 10).

A very important factor in the design of any software system is the feeling of confidence in the system a user gets when using it. The feeling of confidence is generated when his errors are either overlooked or interpreted as an erroneous action that can be undone if necessary. Because the human participant is the error-prone link in a man-machine system the machine portion must be designed to correct or ignore errors made by the human. The easiest method of achieving this versatility is to design the software so that the machine will present the fact that an error has been made and name the error for the human user to evaluate what his correction action will be. Likewise, it is very important that the user cannot cause the software to write on itself or lose its place by making a mistake at his console. Most operations must be done in a particular sequence, otherwise they could confuse or destroy the supervisor. An attempted execution out of sequence should initiate a warning and abortion of erroneous action.

D. ENGINEERING TRADE-OFFS

The trade-offs made in the design of this system were dictated principally by the existing system and the intermediate goals of the system design. Such things as sacrificing speed for isolation in the swapping routines by using RTM control, verbal entry into the

DISPLAY SCOPE FORMAT FOR INPUT AND EDITING



DISPLAY SCOPE FOR STEP-BY-STEP DEBUGGING

```
HALT
F=              P=              I =
A =                             B =
                                X1 =
                                X2 =
                                X3 =
   ERROR MESSAGE:
   ARG1 =                       ARG2 =
   ARG3 =                       ARG4 =
   ARG5 =                       ARG6 =
```

FIGURE 10

background run time queue versus interrupting background execution for a priority entry, assignment of output media by verbal agreement instead of additional software controlled queuing and rigid assignment, and requiring additional good programming techniques of machine language programmers are the major trade-offs. These do not significantly slow the speed of servicing and they maintain the true strength of the non-time shared system, that is, adaptability. The system configuration can be changed with control messages by each user to fit his particular requirements and not violate other system users sharing the CPU. The only limits are essentially timing and interference and these can be worked out on a verbal level more logically than by a machine.

E. RESULTANT DESIGN OUTLINE

The proposed flow of program execution is important in the design of the special purpose time sharing system. All programs input must be processed in the background area for assembly and compilation prior to execution. Interrupt users initially run their programs in for assembly and compilation in the background run-time queue, then save them on the secondary library. Once input, interrupt programs are executed on priority interrupt demand. Whenever an interrupt occurs the background activity is suspended until the interrupt is serviced, then background activity resumes. The interrupt could result from a hybrid call for digital computation or I/O, a display character input, a display light pen strike, a display end of display buffer, a swap-in and execution of one step and swap-out at the display, a special purpose function like a line erasure on a display, or an iteration of an on-line program after a data change at the display. Programs are typed in and edited at the display

consoles entirely on interrupt servicing. To execute these programs the input is switched on to magnetic tape and from magnetic tape executed in the batch run-time queue. Programs input to the display buffers for debugging and editing are executed by switching the edited program to magnetic tape and executing in the batch run-time queue.

The software functions that meet the above specified time sharing system design requirements and fit into the existing system environment are outlined below.

1. Program input at Display -- Processes display interrupts to provide program input and transfer from foreground to background for execution in the background run time queue.

2. Program input from the Card Reader (C/R) to the display editing processor -- Transfers of a program read in at the C/R into the foreground for paging and editing to correct syntax and logic errors.

3. Paging Processor -- Provides a means to page through bulk memory and restore the edited pages in core back into the bulk memory.

4. Display execution routine for octal programs -- Swaps in, executes and swaps out octal programs, then provides for program data changes, and a re-execution or termination option.

V. SOFTWARE DESCRIPTION

The special purpose time sharing package will provide two additional basic types of service during hybrid and batch processing:

1. Program input, editing and execution in foreground and background respectively, on an iterative basis.
2. Step-by-step execution with a tracing of program activity.

The subroutines required for these two additional functions on a time shared basis during hybrid and batch processing are outlined below. Discussion of program linkage and of the programming principles adhered to, with the trade-offs involved is included. A detailed discussion of the subroutine features with flow charts of program logic follow.

A. PROGRAMMING PRINCIPLES

Correlation of system goals to good programming principles yields a set of rules to adhere to when writing software. In this time sharing application speed is of prime importance. A close second is minimal size of software. The original system design set limits of less than 8K words available for a time sharing supervisor. All of the subroutines are of a re-entrant nature so that one subroutine will service all requests of a common functional nature. This was accomplished by using indexing to point the proper argument in an argument table. Each subroutine saved its return address and had an argument table. All interrupt service routines saved the registers and portions of core they used and restored them as part of a standard end-action routine. To increase the speed of code translations the method of table look ups with the table base address indexed by the

entering argument to get the location of the exit argument was used. Whenever possible, registers were used for temporary storage because of the high speed of register data transfer versus slower memory storage. Maximum use was made of the single cycle register masking and minipulation instructions. All I/O was done under interlace control, with the exception of the drum I/O which was done under RTM control to insure saving of drum lists. Use of system subroutines was limited to only situations where linkage had to be provided to save common arguments. Because of the interdependence of the RTM subroutines many extra checks and tests are built-in but not required by simpler routines such as many used in this software package. These extra checks absorb sizeable blocks of time.

B. FUNCTIONAL DESCRIPTION

The following descriptions of the subroutines used for the two basic types of additional service are of the function provided, with no specifications of how. The basic interrupt routines service both the program input, edit, and debug mode and the stepping mode and are included in this discussion.

1. Program Input Editing and Debugging

The information flow and functional organization of the subroutines to perform the input editing and debugging function is outlined in Figure 11. The subroutines required to perform this service are listed below:

a. \\KEYD - Entered by use of a control message with a single field specification that indicates which display scope is desired. The re-entrant index pointer is set to the proper arguments. The desired display is started and its lists

FUNCTIONAL ARRANGEMENT OF INPUT,
EDITING AND DEBUG SUBROUTINES

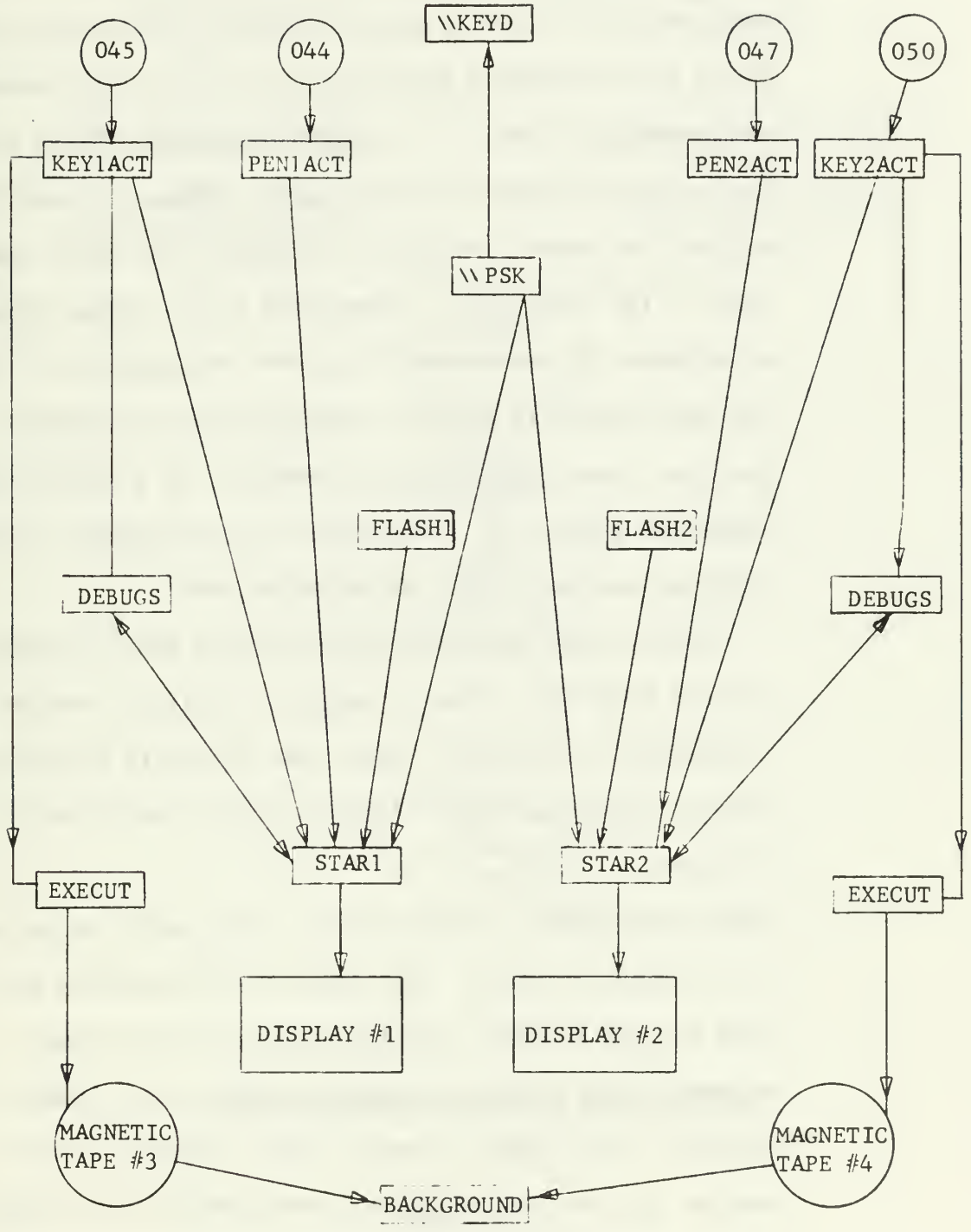


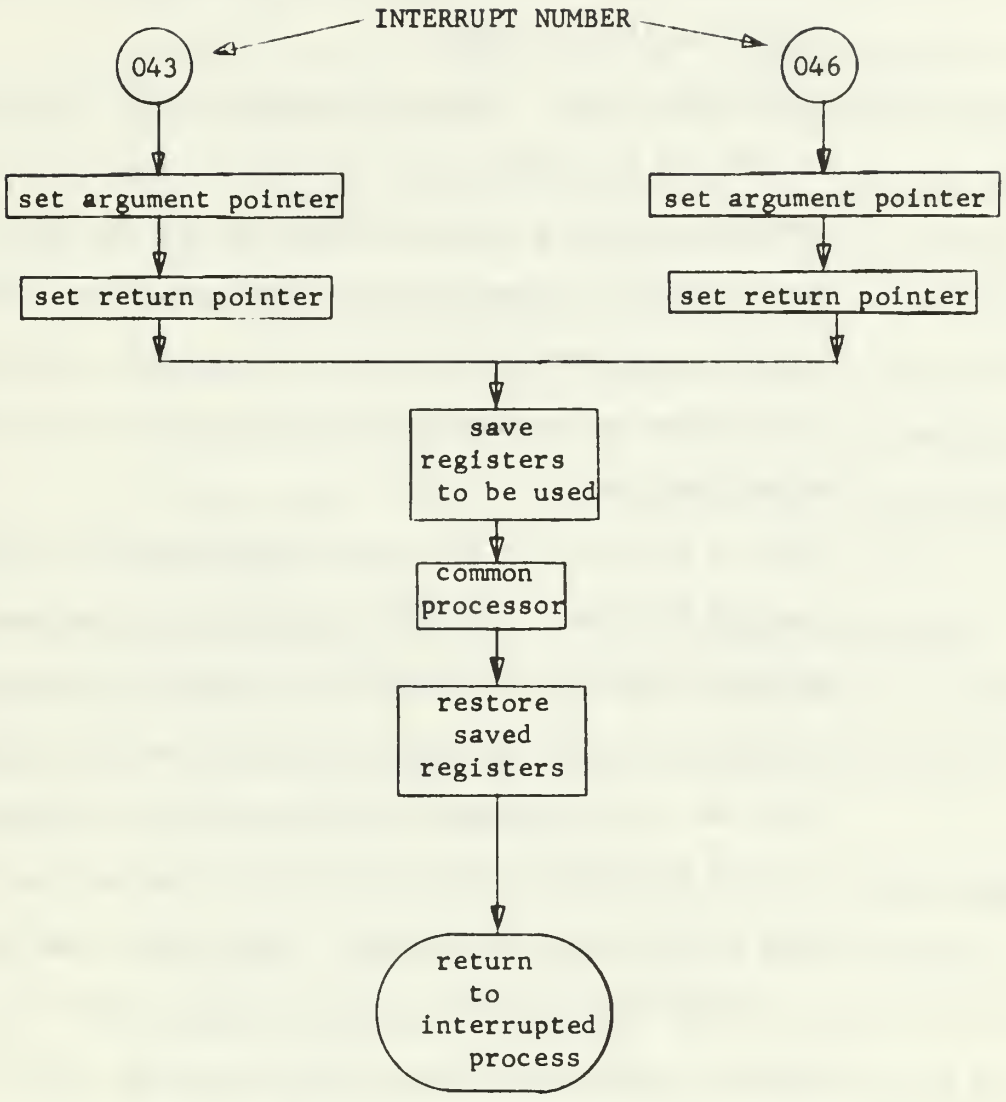
FIGURE 11

are cleared. All input pointers are zeroed and the display is set up for input.

b. KEY1ACT AND KEY2ACT - These are the entry point subroutines for keyboard or function panel interrupts. The entry routines record the interrupted address and at which display console the interrupt occurred. The index register is set to point to the proper argument in the argument tables for re-entrancy and then the common processor is entered. The octal code input at the interface is interpreted in the common processor to determine if the interrupt was from the keyboard or function panel and what action is required of the software; character input, special typing function, or a function panel subroutine execution. See Figure 12 for an example of the interrupt service program organization used.

Several major actions are initiated by special typing function panel key strokes. Paging for editing, erasure of a designated or partially input line, and entry from foreground to background are initiated by this subroutine in this mode.

c. PEN1ACT AND PEN2ACT - These are the entry point subroutines for a light pen strike. They record the interrupted address and set an index register to point to the proper argument in the re-entrant argument table of the common processor. The common processor inputs the word in the display list and the character corresponding to the strike is set to zero so the strike location is displayed as a delta (Δ). Other pen strikes are inhibited until a



INTERRUPT SERVICE ROUTINE GENERAL FORM

FIGURE 12

correction character is typed in at the keyboard. A second action is allowed, an erasure of the entire line the strike occurred in. The light pen is not enabled until the entire correction line is input.

d. FLASH1 AND FLASH2 - These are the entry point subroutines for the end of display list interrupts. They save the interrupted program's return address and set the pointer to the re-entrant argument table of the subroutine. They then branch to the common processor which restarts the display that stopped and returns execution control to the interrupted program.

e. DEBUGS - Entered from the keyboard processor by stroking the "ALT MOD" key. The mode of operation is switched to editing by the ALT MOD key with the light pen, character keyboard, and function panel enabled for editing. Because the light pen needs a signal to occur, a check (✓) is presented instead of blanks in the text on the scope so blanks may be altered. Exit to the input mode is accomplished by stroking the functional panel key labeled 1. After exiting the last page to be input is displayed and the pointers point to the next character position.

f. \\PSK - Entered by a control message with a field specification that names the display console to be used. This routine initializes the display, then reads a source program in at the card reader and stores it in the named display drum buffers. The program is then assembled, compiled and executed in the background queue.

g. EXECUTE - Entered by typing " GO" and a carriage return on the display scope keyboard. This subroutine reads the source program in the display buffers and drum page buffer onto the magnetic tape. The program can now be read as source input in the background queue. This effectively inputs a source program into the background queue from the foreground area.

h. STAR1 AND STAR2 - These are fixed position, fixed length display buffers. Each display has a private buffer area that allows for 23 lines of small characters to be viewed. The buffers also include the Fortran IV coding sheet underlay for input mode. The lists are self-chained to avoid flicker problems.

2. Step-by-Step Execution with a Tracing of Program Activity

The flow of information and basic functional organization of this activity is outlined by Figure 13. The subroutines required to perform this service are listed below.

a. STEPBY - This subroutine is entered with a variable number of arguments; the display number, and a list of program variables desired to be traced as the first step in the calling program. The maximum number of variables to be traced is six. Specification of more produces six, or less, in an unpredictable fashion. The calling program is read onto the drum for future reference and the display is cleared and initialized to the control console format. All the initial register and variable values are saved for the stepping phase of the program. Control is returned to the calling program for execution.

FUNCTIONAL ARRANGEMENT OF STEP-BY-STEP EXECUTION SUBROUTINES

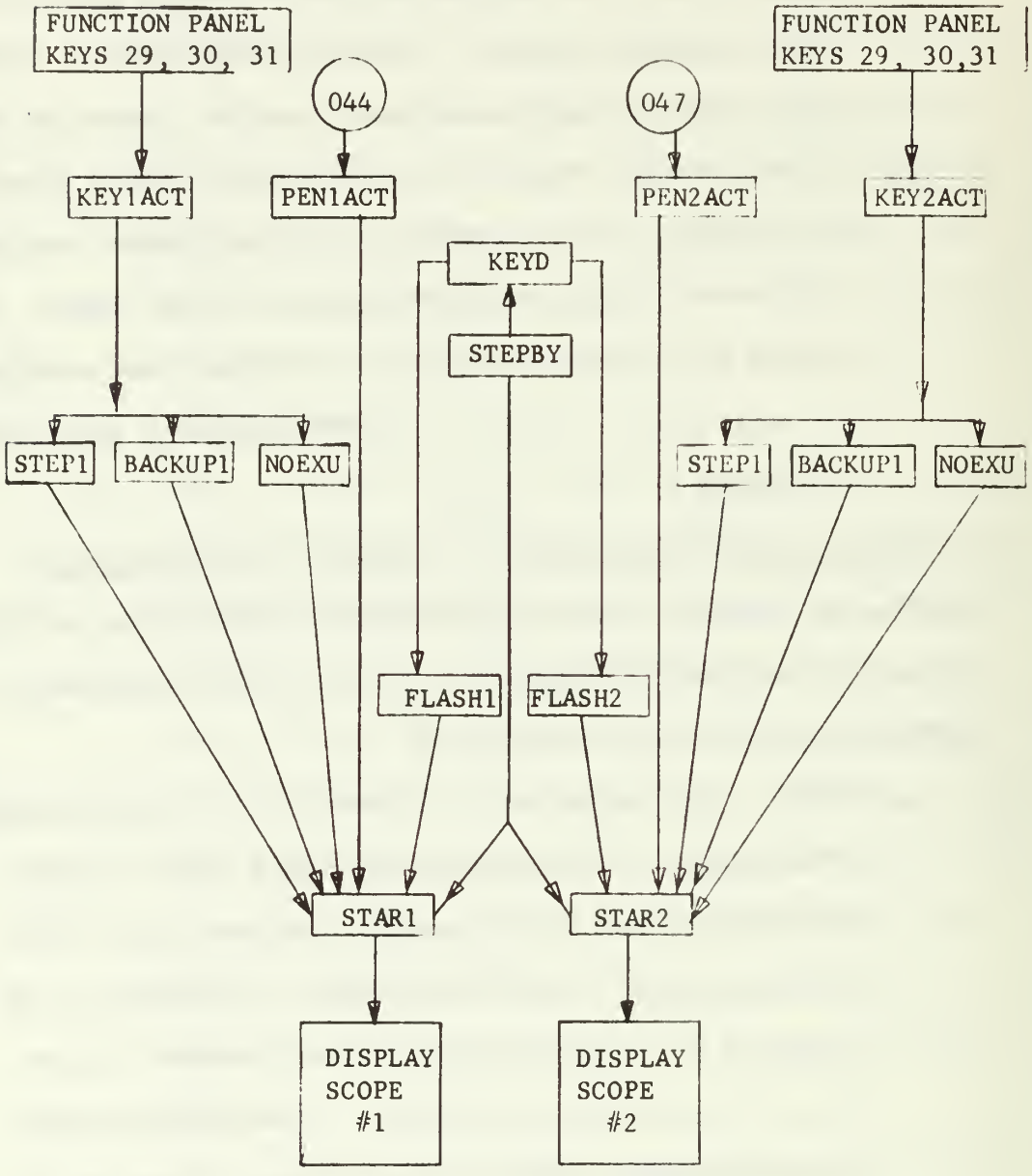


FIGURE 13

b. STEP1 AND STEP2 - Before entry to the common processor a flag is set in STEP1 or STEP2 to indicate which display is using the program. The argument pointers are already set by KEY1ACT or KEY2ACT. Action is initiated by stroking the step button (Key 31) on the functional panel. The common stepping routine interprets one displayed instruction and executes it, then updates the displayed registers and variables and returns to the end action routine. One instruction is executed after each stroke of the step button. Provision is made to interpret changes to the displayed registers (with the exception of the F and P registers) and execute the changes. The purpose is to simulate the main control console capability during step by step execution.

c. BACKUP1 - Entered from KEY1ACT or KEY2ACT resulting from a stroke of Key 29 on the functional panel. This decrements the P register once and displays the previous instruction. No other displayed registers or variables are affected.

d. NOEXU - Entered from KEY1ACT or KEY2ACT as a result of a stroke of Key 30 on the functional panel. This increments the displayed P register once and brings in the next instruction without executing the instruction in the display instruction register.

e. KEY1ACT AND KEY2ACT - The step-by-step routine is controlled from the function panel, therefore the required interrupt saving and re-entrant argument table pointer setting are done by these calling subroutines. Alterations

of the displayed registers are input at KEY1ACT or KEY2ACT but processed and stored under PEN1ACT or PEN2ACT. The restoring of interrupted registers, return to the interrupted background process, and other appropriate end action activity is also executed in KEY1ACT or KEY2ACT.

f. PEN1ACT AND PEN2ACT - Same as above with the exception that the erasure of the entire line the light pen strike occured in is inhibited.

g. FLASH1 AND FLASH2 - Same as before.

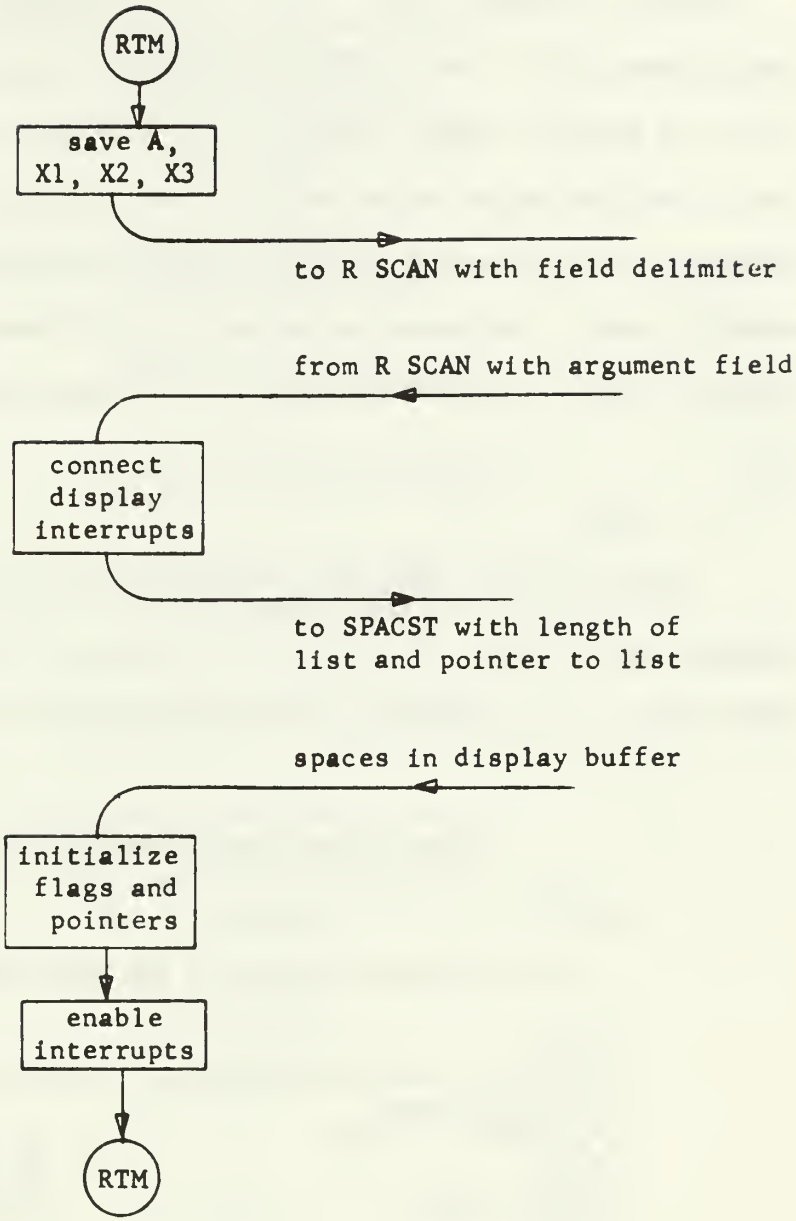
h. STAR1 AND STAR2 - Same as before, but set to display the main control console registers.

C. SUBROUTINE DISCUSSION AND LOGIC

The subroutines of the special purpose time sharing package are here broken down into their discrete functional components and have their logic traced with corresponding flowcharts.

1. \\KEYD

" \\KEYD" is entered from RTM, initiated by a control message "△KEYD (arg.)" where "arg." is the entering argument specifying which display scope is to be initialized, 1 or 2. The registers to be used are saved to preserve the system supervisor arguments. The control message argument is entered using RTM. The display number is used in an index register to point to arguments used by this routine that apply to the named scope. The interrupts of the named display are connected to the time sharing interrupt processor and the display is started. The display buffers are cleared, then the pointer and checking flags are set to start input of new lists. The Fortran IV coding sheet underlay is initialized for display. After the registers used by \\KEYD are restored, the display



SUBROUTINE \\KEYD

interrupts are enabled for program input and editing activity and return to RTM is executed.

2. EXECUTE

Execute is entered from PSK to bring programs read into the foreground drum buffer from the card reader back into background by writing it on the magnetic tape. Execute is also entered by typing " GO" and a carriage return at the display console to put the program on the foreground display buffer into the background queue by writing it on magnetic tape. The execution sequence is outlined in Figure 14 for programs entered into the background queue under control of the display.

3. \\PSK

PSK is entered from RTM. The entry is initiated by a control message "△PSK" (arg.)" with arg. the number of the display whose buffer area is to be filled. The display initiation routine (\\KEYD)

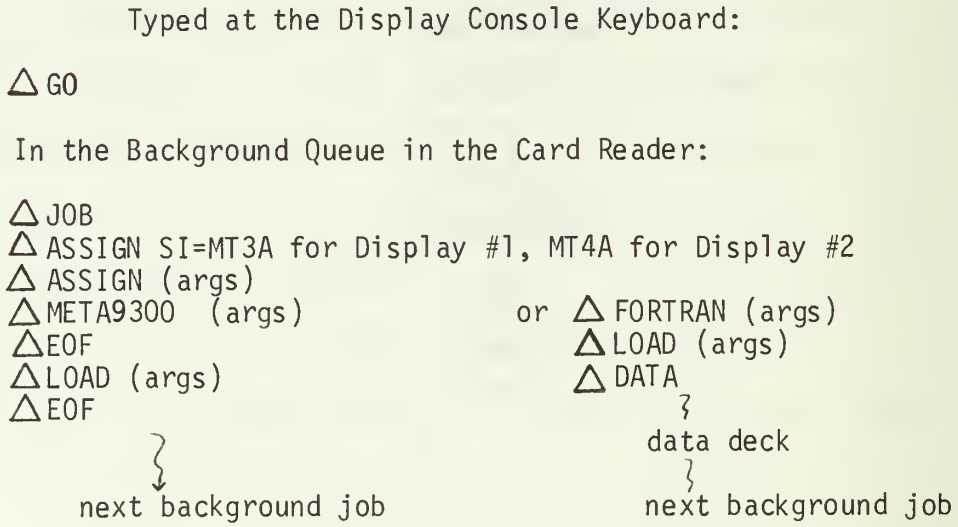
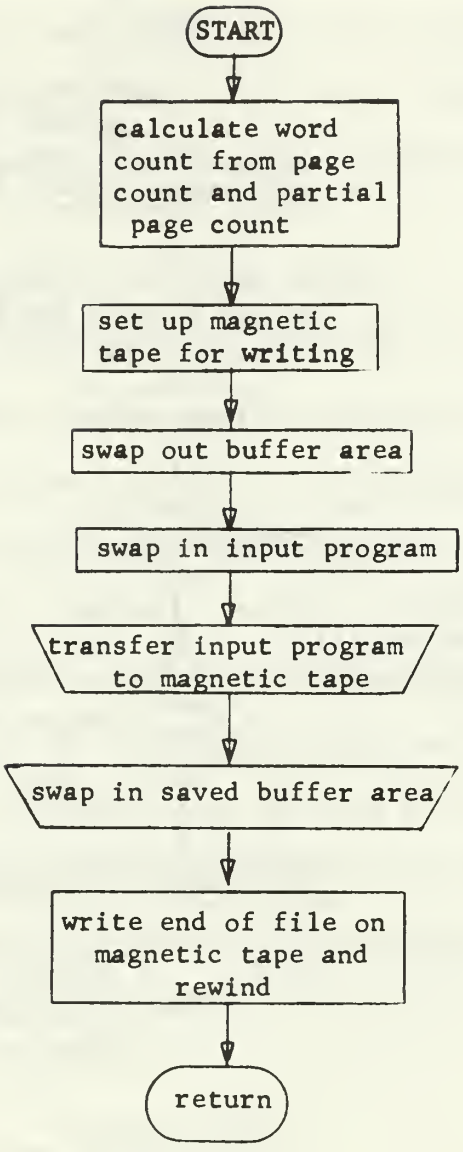
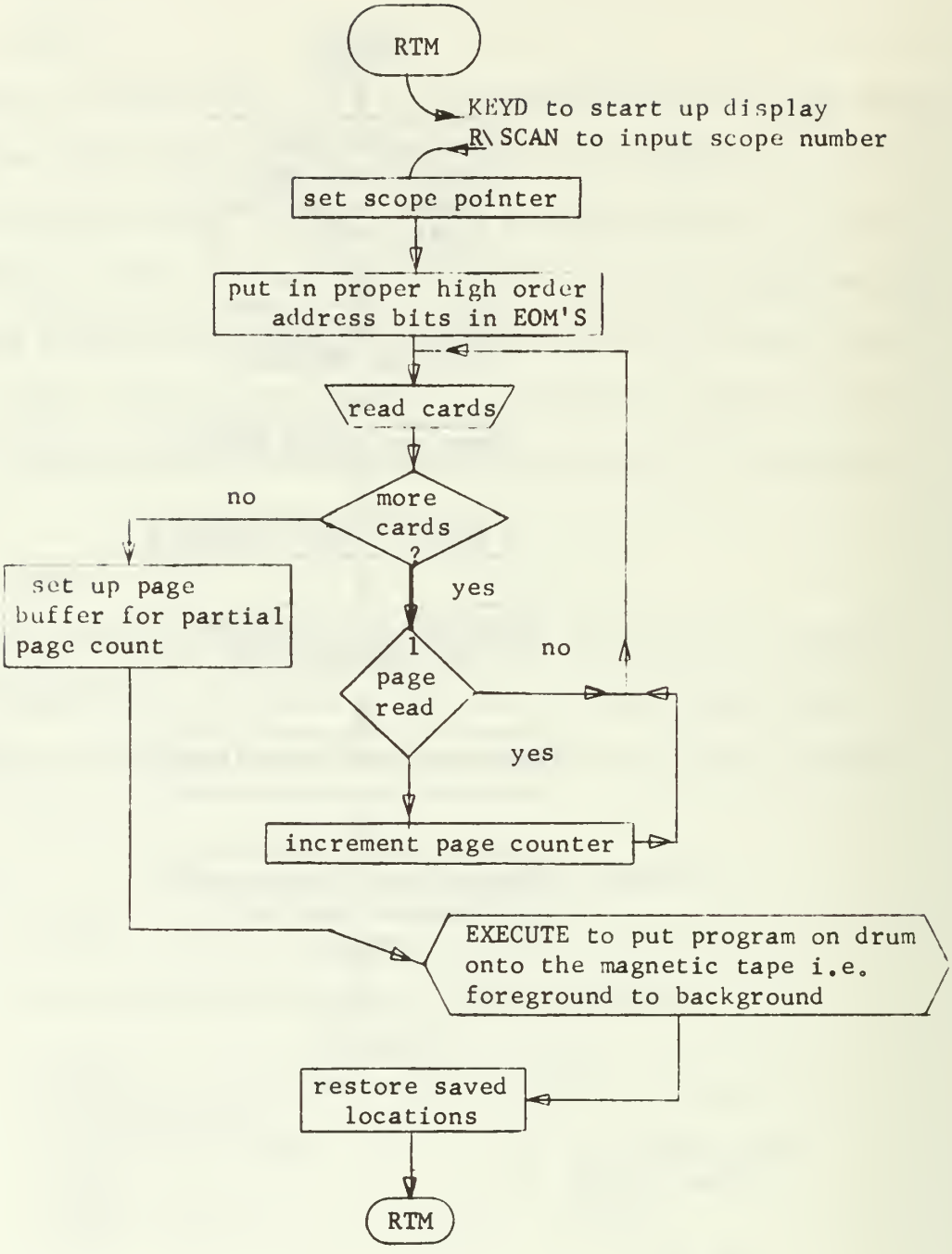


Figure 14



SUBROUTINE EXECUTE



SUBROUTINE \\PSK

is called for setting up the display. The paging counter (FACES) is reset and the high address bits set in the energize output (EOM) instructions. The cards in the card reader are read in and saved a page at a time on the drum and magnetic tape. The source input is read from magnetic tape for execution in batch mode. Figure 15 shows the proper calling sequence.

4. DRUMRD and DRUMST

These are entered from other subroutines that request paging of blocks of memory in and out of core. The entering argument is the number of pages to be stored (FACES) or read (ENDING). For reading pages from the drum a flag is set (READ) negative. The common processor is made re-entrant by the prior setting of an index register (X1) to point to the correct arguments in the argument tables. The pointer to the proper page on the drum is calculated and stored (BUILD). A buffer area in core is swapped onto the drum for saving, then the desired program listing on the drum is read into core. A page is transferred to or from the respective display buffer, then the program listing is swapped onto the drum. The saved buffer area is then

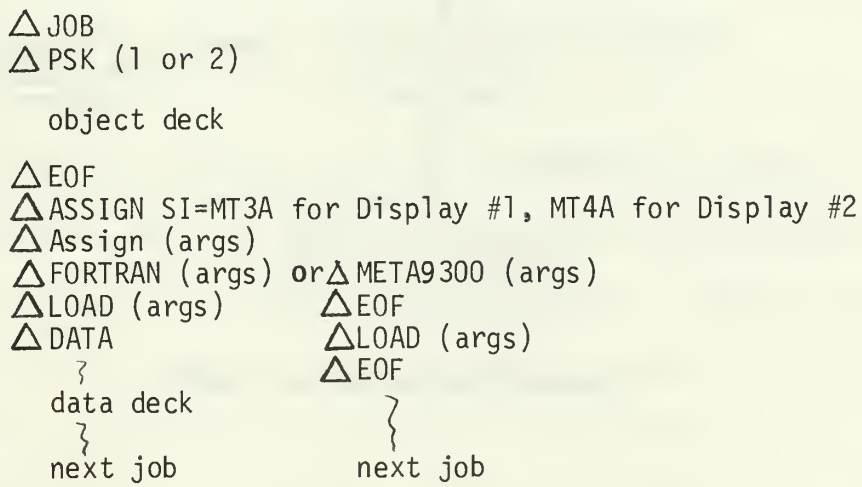
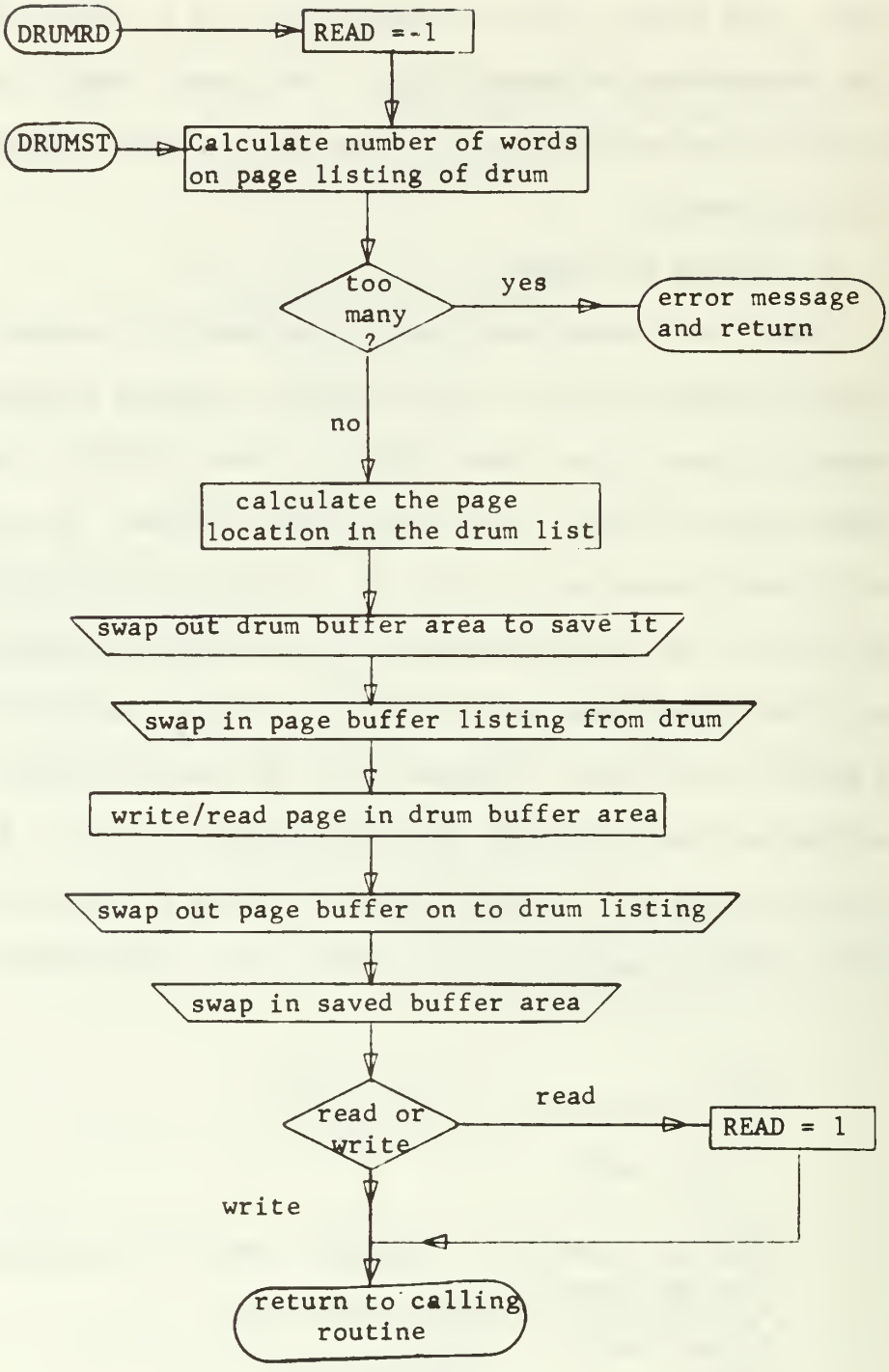


Figure 15



SUBROUTINE DRUMRD and DRUMST

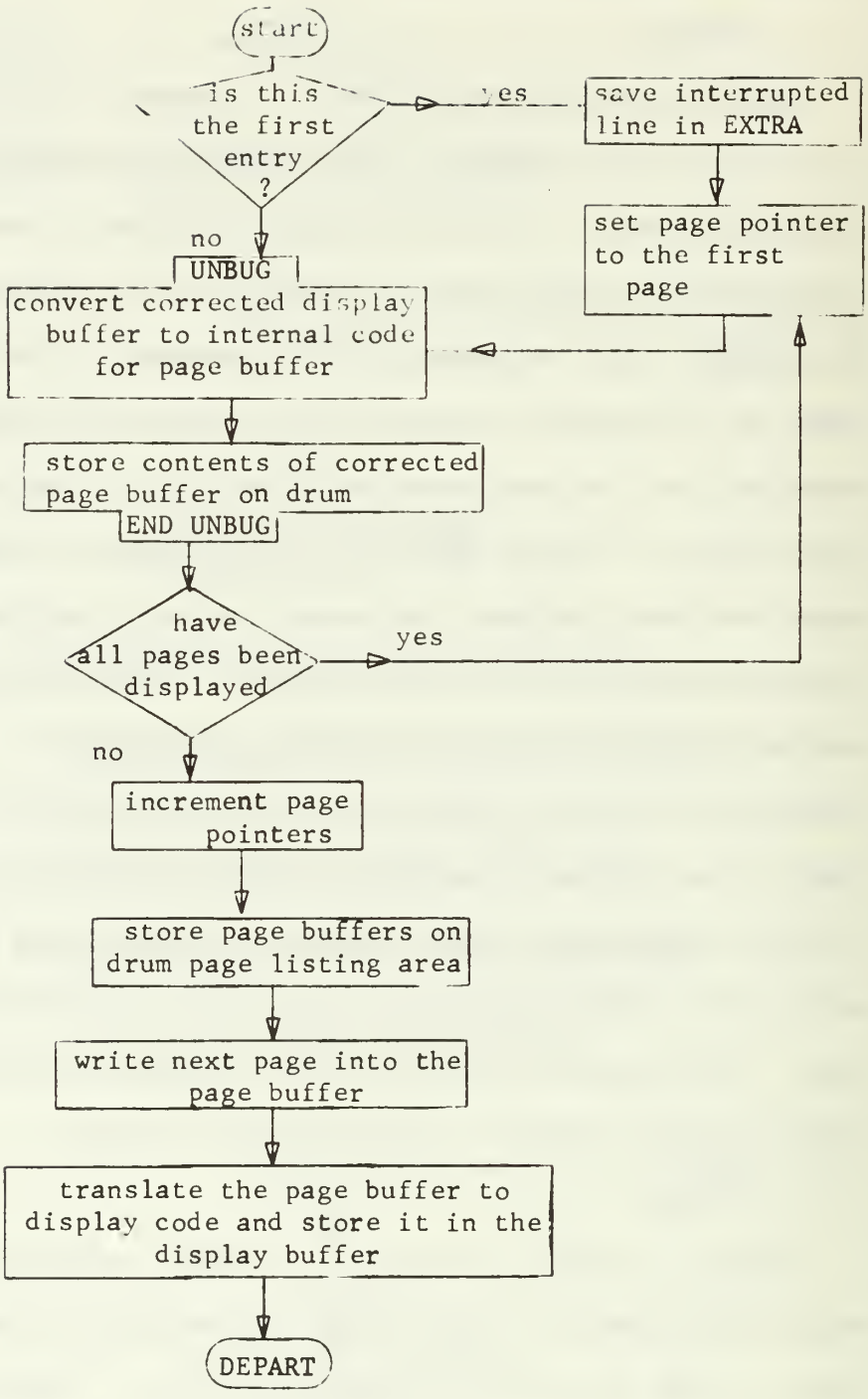
restored to core from a saving buffer on the drum and execution is returned to the calling program.

5. DEBUGS

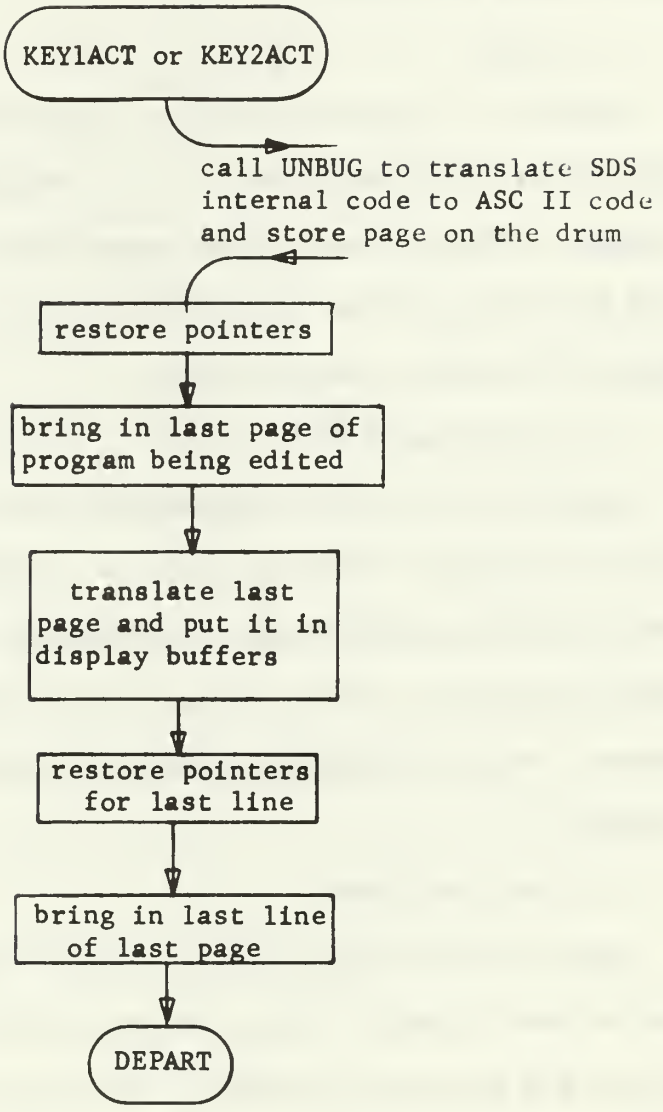
DEBUGS is entered from KEY1ACT as a result of striking the "ALT MOD" key on the display keyboard. This subroutine controls the displays in the editing mode. It saves the present contents of the display buffers and starts paging from the beginning of the program in the display buffer. Each succeeding page is presented on the scope. The light pen and keyboard interrupts are enabled for erasing erroneous characters or lines and inputting corrections to the errors. Successive strokes of the ALT MOD key displays successive pages. When all pages have been displayed, the paging pointers reset and start paging from the beginning of the program again. Exit from this routine is executed by striking the function panel key labeled 1. There are two buffers used, the page buffer, which holds the SDS internal code form of the program for swapping, and the display buffer, which holds the ASC II code form of the program for display. The program is held on the drum in SDS internal code ready to be transferred to background mode. During paging, the translations between the page buffer and the display buffer utilize a rapid translation program.

6. DDEBUG

DDEBUG is entered from KEY1ACT or KEY2ACT only when the keyboard and function panel are under control of the DEBUG subroutine. The entry is made by striking function panel key 1. DDEBUG returns the display to the input mode, from the editing mode. The display input pointers are reset for input of the next character on the line where the shift to editing occurred. The page on display in the edit mode is translated into the page buffer and stored on the drum. The page



SUBROUTINE DEBUGS



SUBROUTINE DDEBUG

that was stored when editing was initiated is translated and displayed. If a line was in the process of being input, and consequently was not on the page buffer, it is returned to the display scope. Then the keyact exit routine is executed.

7. SPACST

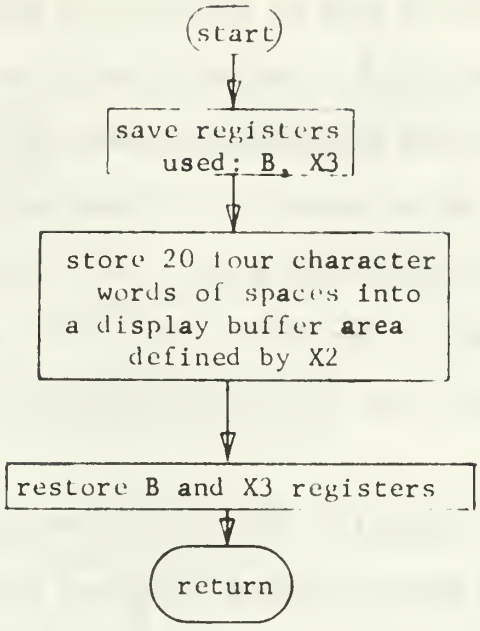
SPACST is a general subroutine used to store spaces in a display buffer area specified externally by an entering index register 2 (X2) argument. SPACST stores spaces twenty, four-character words at a time, into the display buffer specified by index register 1 (X1), and the line of the buffer specified by X2.

8. FLASH1 and FLASH2

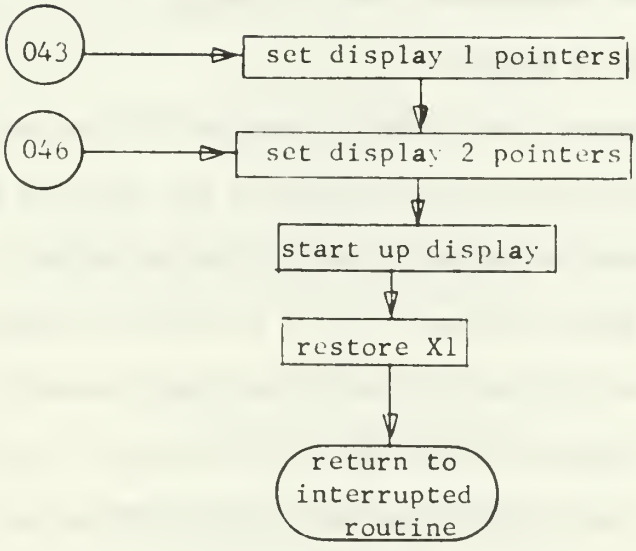
Interrupt 043 and 046 respectively, enter these subroutines which set index register 1 (X1) to point to the correct display argument in the re-entrant argument table. The display which initiated the interrupt by sensing an end of display list is started by the common processor. Then X1 is restored and return to the interrupted routine is executed.

9. STAR1 and STAR2

These are the buffer and table subroutines. The display buffers, the Fortran IV overlay lists, the page buffers, the translation tables, and the EOM table are held here. The display buffers have address entry points for the error messages and the main control console register representation used in the step-by-step execution mode. The page buffers for the SDS internal code representation of the ASC II coded programs in the display are in this subroutine. The tables for translation between these two codes and the table of EOM instructions that control the display interrupt arming and transfers of data at the interface are held in this subroutine also.



SUBROUTINE SPACST



SUBROUTINE FLASH1 - FLASH2

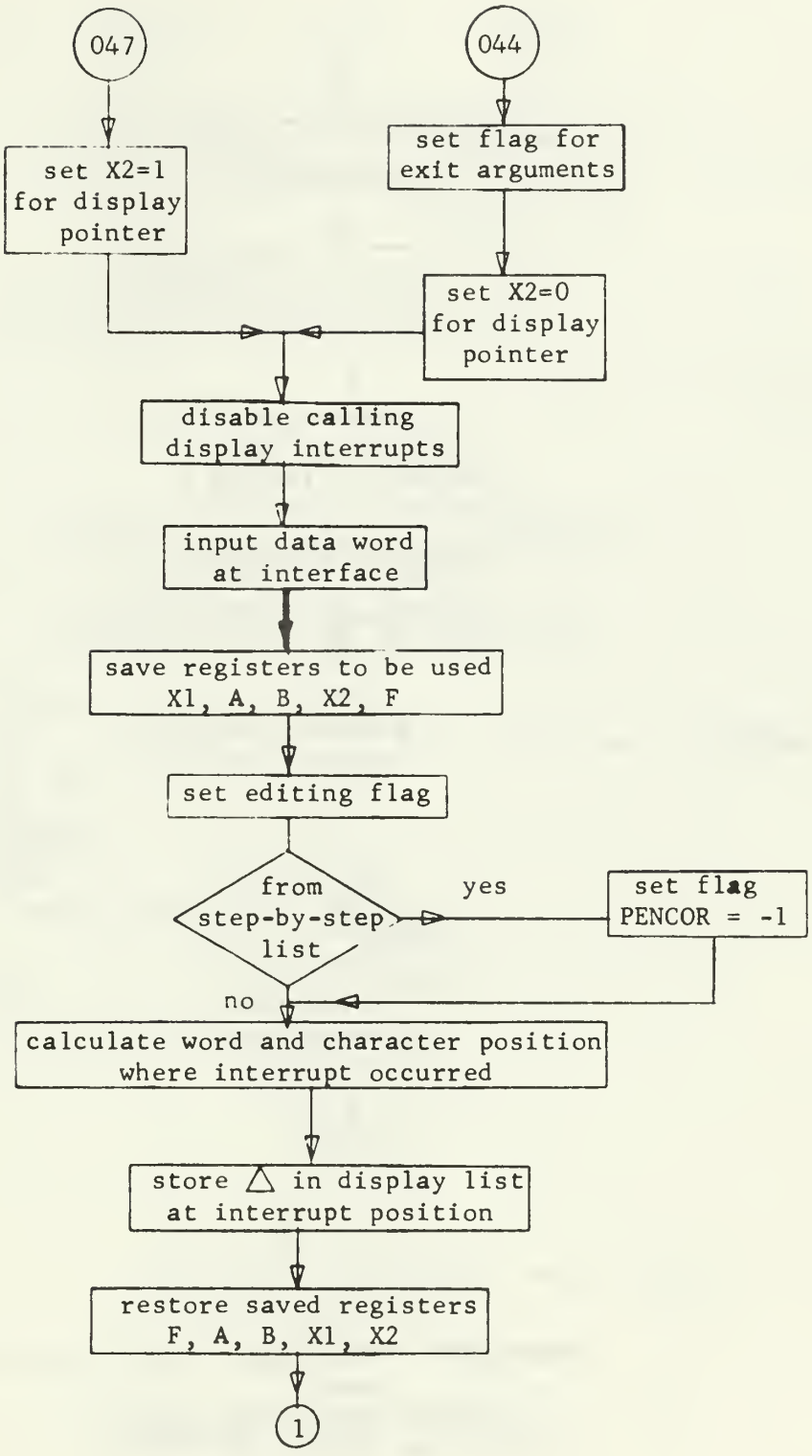
10. PEN1ACT and PEN2ACT

These are entered from the light pen interrupts at the displays and set index register 2 (X2) to point to the proper arguments in the re-entrant argument tables. The registers to be used are saved for pre-exit restoring. The display buffer word and character position pointer are read in and processed. The character where the light pen strike originated is replaced with a Δ . The function panel and keyboard are enabled for input of the desired correction character. The saved registers are restored and control is returned to the interrupted subroutine.

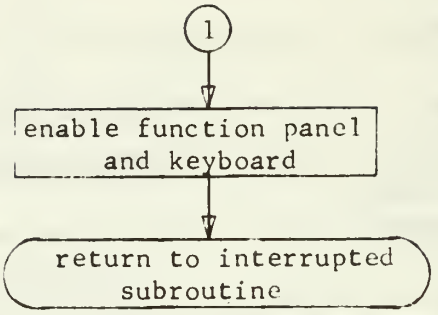
PENRIT is internal to this suboroutine and is entered from KEY1ACT or KEY2ACT. It reads the input character and if it is function panel key 1, branches to the subroutine that erases the line where the interrupt occurred. If it is a keyboard character, it is input as a single correction character to replace the Δ input at the strike.

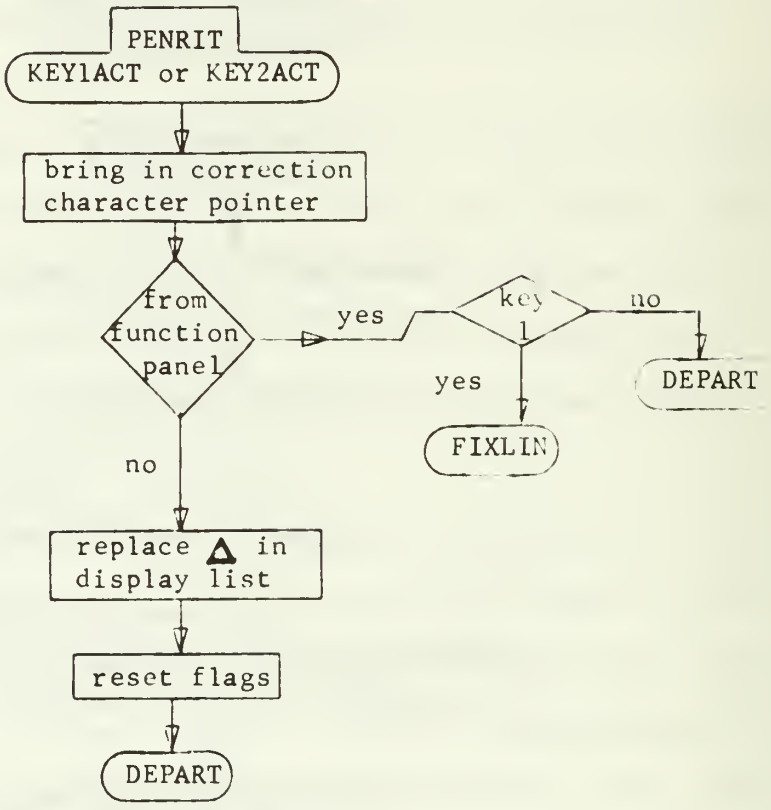
11. KEY1ACT and KEY2ACT

These are entered from interrupt 045 and 050 respectively. Each interrupt is initiated by a key stroke on the function panel or keyboard of its respective scope. The originating scope is noted, and indexing to the proper argument in the re-entrant argument tables is used. A code check is made to route the input character to the light pen correction routine, erase line and fill action routine, carriage return routine, backspace with erase routine, foreground to background transfer, transfer from input to editing mode or editing to input mode, or the function panel key subroutine address table. These subroutine activities are all monitored, and exit is provided which restores all saved registers. When the page buffer is full the page is

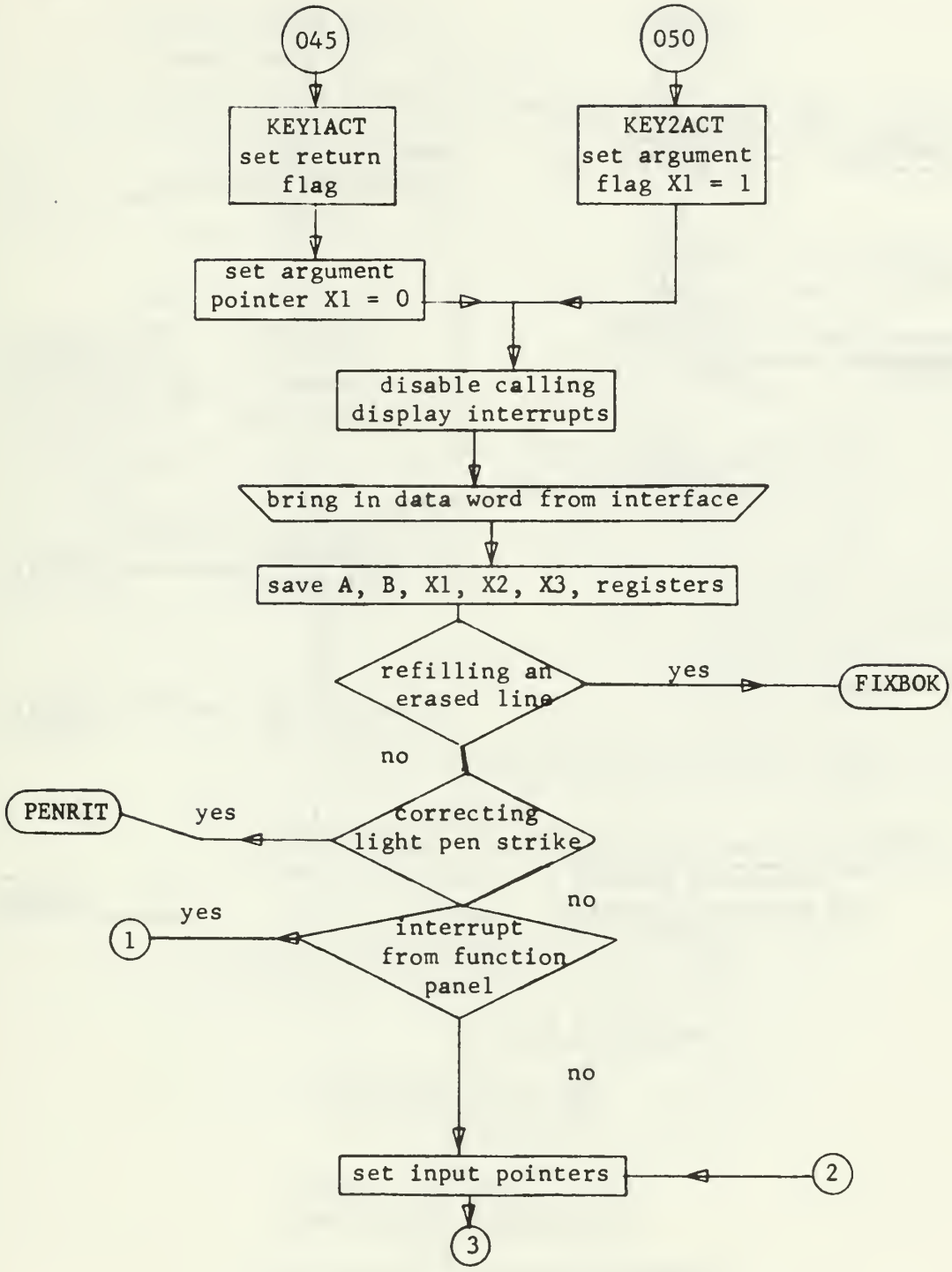


SUBROUTINE PEN1ACT and PEN2ACT

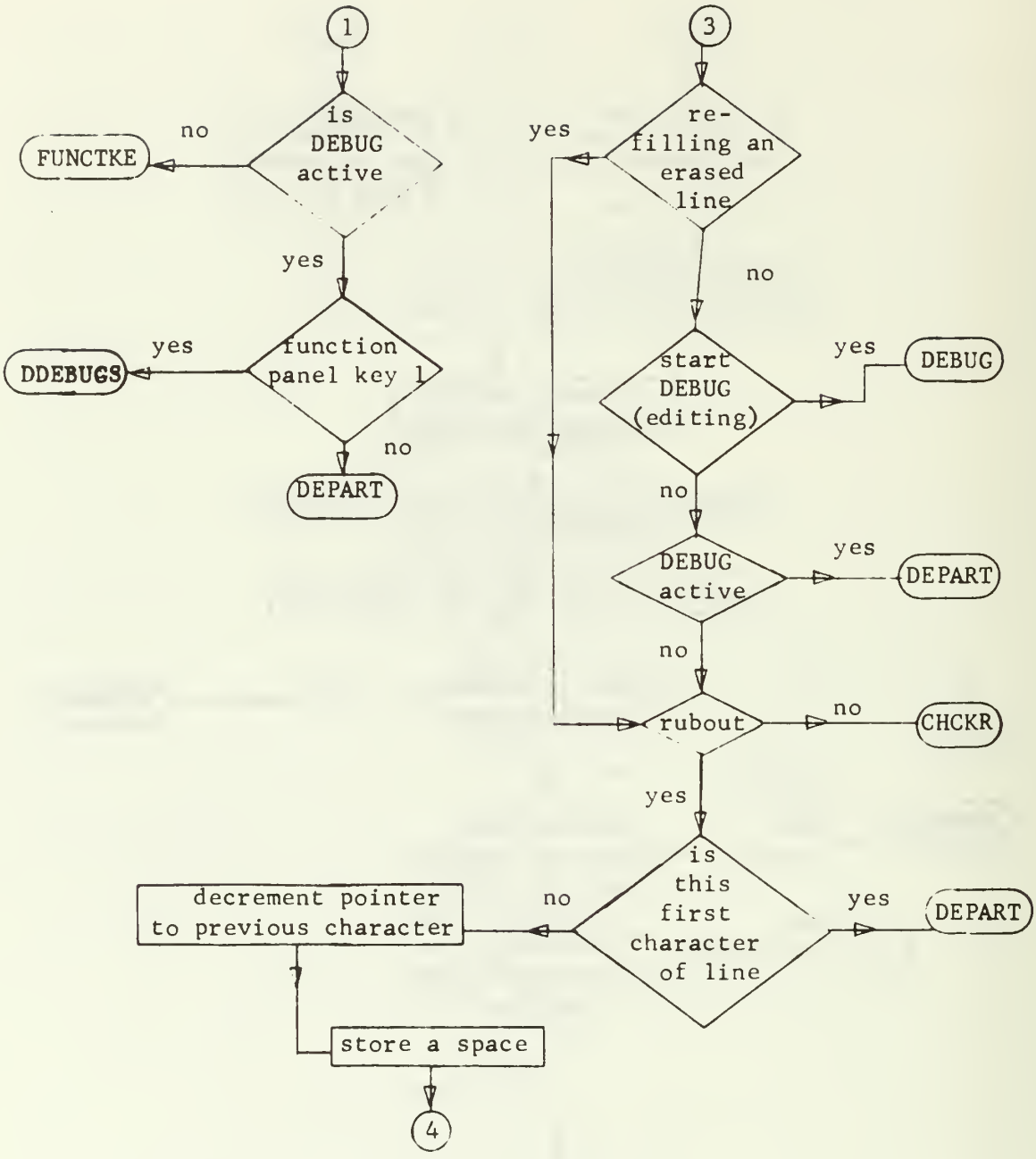




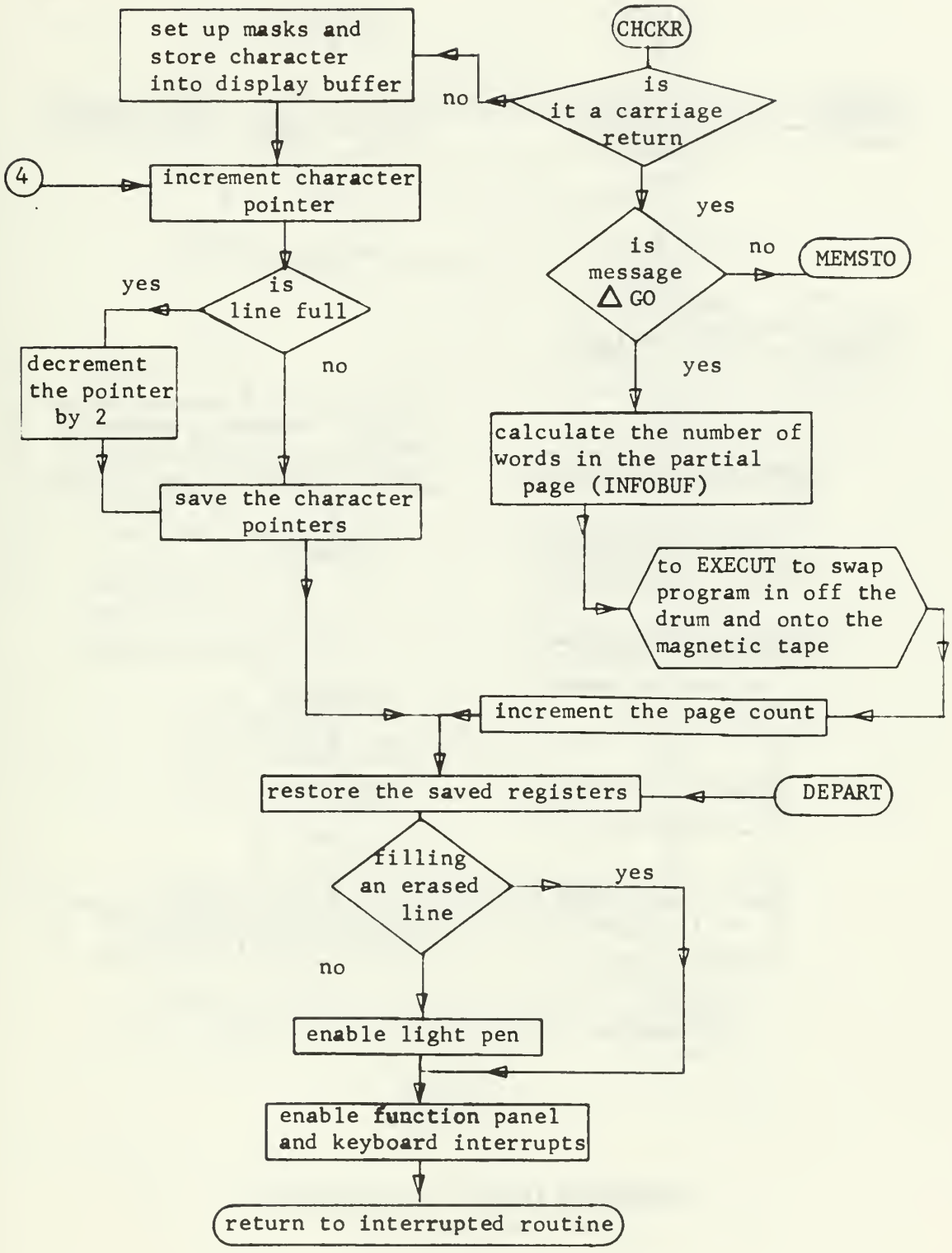
SUBROUTINE PEN1ACT and PEN2ACT (continued)
and
INTERNAL SUBROUTINE PENRIT



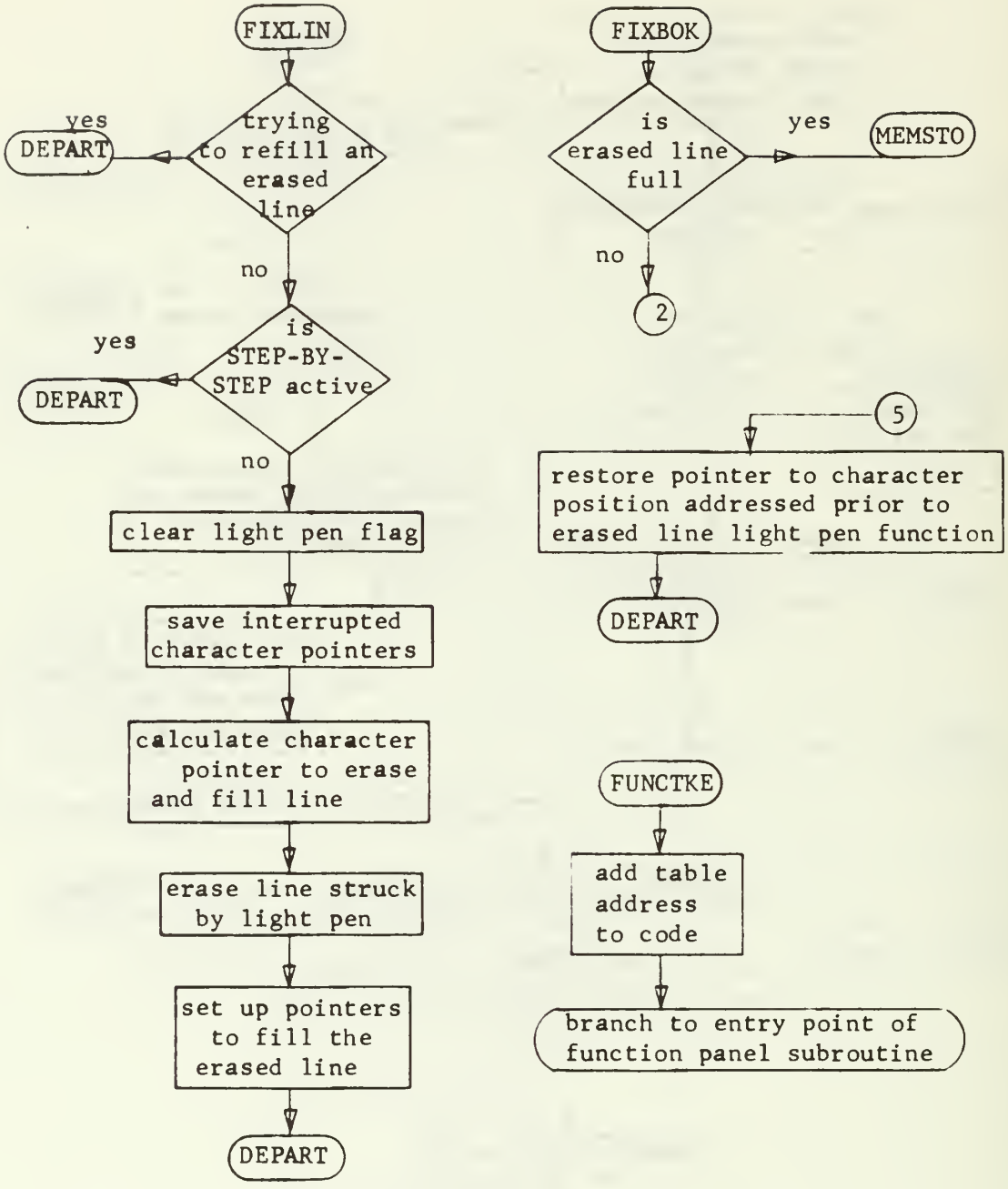
SUBROUTINE KEY1ACT and KEY2ACT



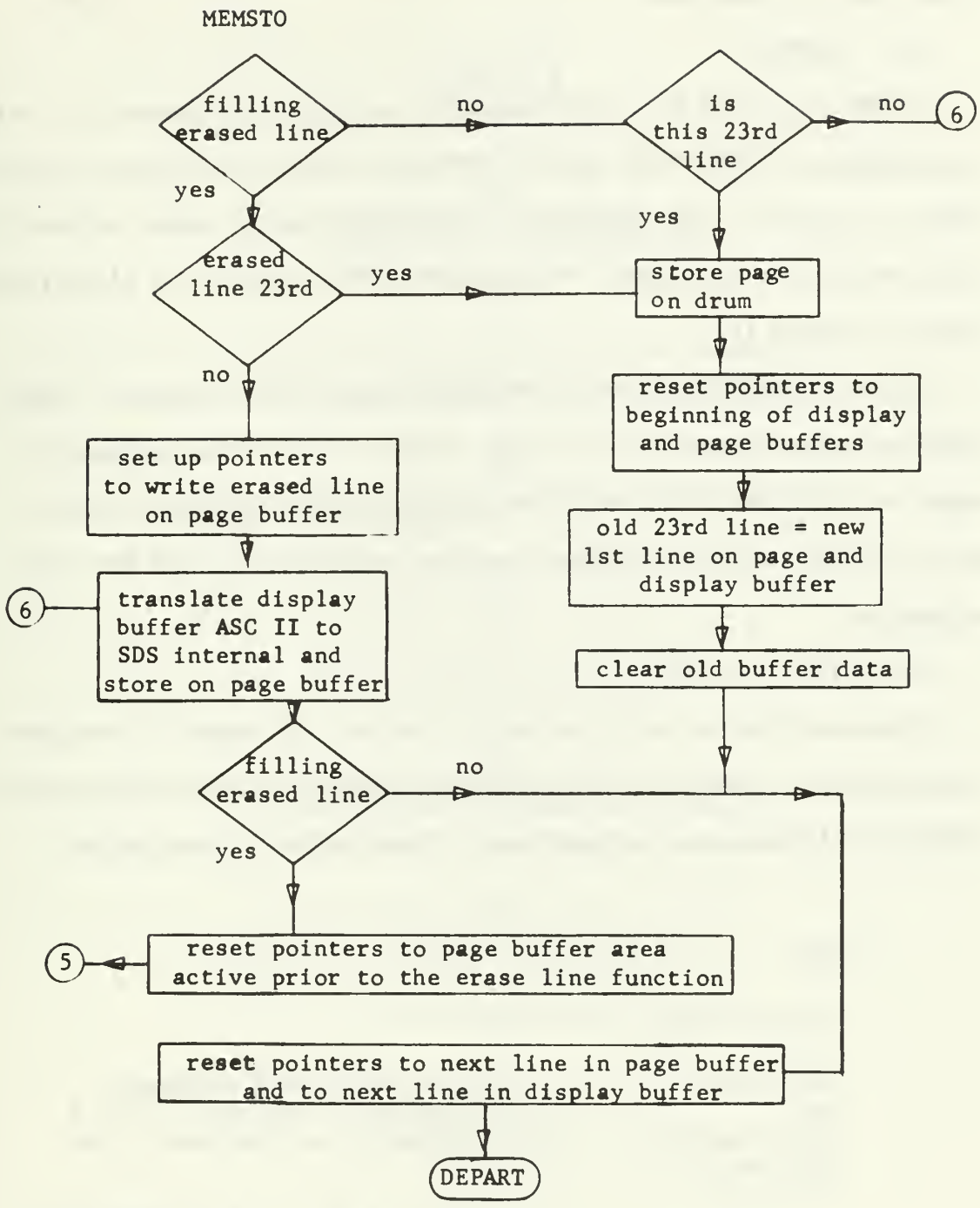
SUBROUTINE KEY1ACT and KEY2ACT
(continued)



SUBROUTINE KEY1ACT and KEY2ACT
(continued)



SUBROUTINE KEY1ACT and KEY2ACT
(continued)



SUBROUTINE KEY1ACT and KEY2ACT
(continued)

automatically stored on the drum and pointers are set for inputting the first line of a new page.

12. STEPBY

STEPBY is called by a Meta Symbol or Fortran IV program with a calling sequence of BRM STEPBY and PZE NUM where NUM is the number of arguments in the list. The arguments include the display number and up to six variables to be traced. The proper calling sequence is illustrated below in Figure 16.

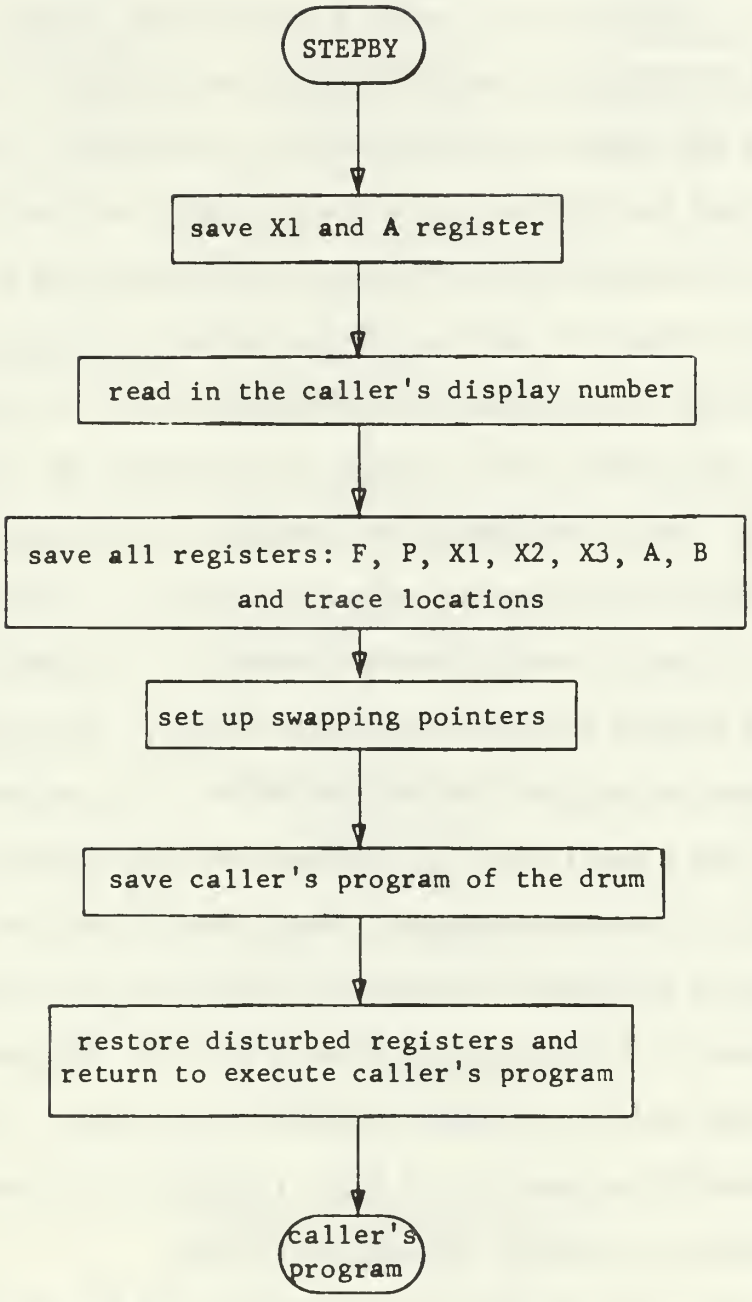
This call must be the first executable step in the program. STEPBY uses the return address as the first address in the octal program it swaps out onto the drum, notes the calling display, and saves the A, B, X1, X2, X3 and flag registers and the original values of the trace arguments.

13. STEP1 and STEP2

These are the two entry points for the main processor in the step-by-step mode. Internal to this are the NOEXU (skip ahead one) and the BACKUP1 (skip backward one) options. These options respectively

```
△JOB
  }
  }
control cards
  }
BRM STEPBY                  1st executable statement
PZE 7                       number of arguments, 1 to 7
PZE display no.             display unit desired to use
PZE arg. 1
PZE arg. 2
     }                      arg. 1 to arg. 6 are names of
     }                        variable to be traced by
PZE arg. 6                    STEP1 or STEP2
    }
Main program
    }
  etc.
```

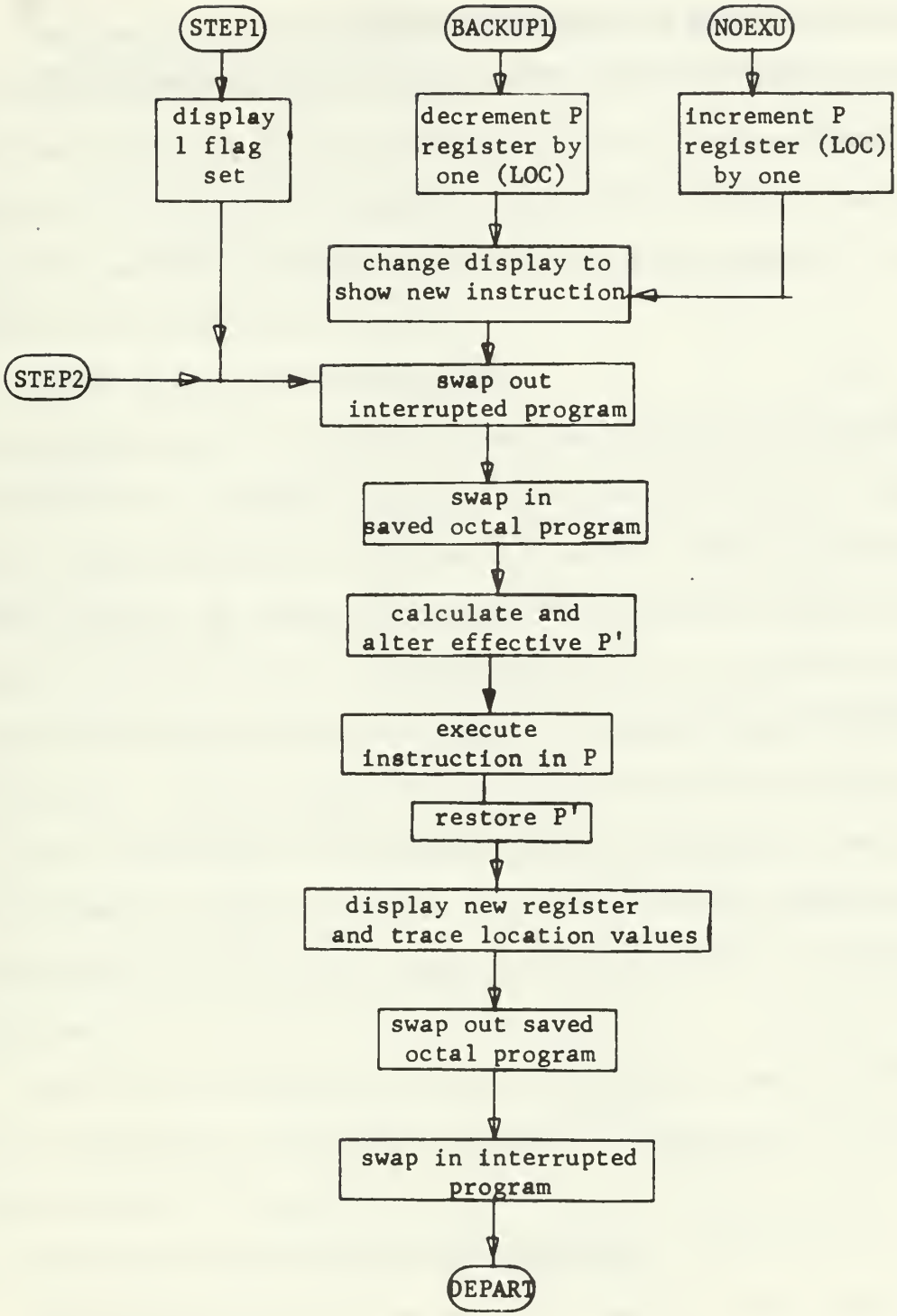
Figure 16



SUBROUTINE STEPBY

increment or decrement the P register by one. Then the instruction corresponding to the P register is displayed in the display instruction register. The light pen is enabled so light pen changes to the displayed X1, X2, X3, A, B, and I registers may be made. I register changes do not change the actual program instructions. The I register may have instruction put in at the console and executed without affecting the contents of the address indicated by the P register. If program changes are desired the appropriate instruction must be entered in the I register. During execution STEP1 or STEP2 swaps in the saved (by STEPBY) octal program, and executes the instruction in location P. Before this execution the action of the execution is determined and if necessary the next P value (P') is calculated. A transfer of control instruction is stored in P' and when P is executed P' returns control to the step-by-step routine. The step-by-step routine returns the original instruction of P'. This sequence is only necessary for a small class of instructions that directly change the P register, for example a branch. Most instructions are executable by a standard Meta Symbol instruction (EXU) that will execute remote instructions by using the instruction address as its operand. The step-by-step routine maintains control in this manner. The results of the execution as seen in the other registers and traced variables are translated to display code and displayed.

All of these subroutines are re-entrant and the re-entrancy is expandable to as many display consoles as there is room in core for their display buffers and all the associated arguments. For each additional console all argument lists would have one corresponding argument added to them. The index register used for pointing will



SUBROUTINE STEP1 and STEP2

point to the argument and is set up the same way the second display is set up for entering the interrupt routines.

For further detail the programs are included in Appendix III.

VI TIME SHARING SYSTEM EMPLOYMENT

The special purpose time sharing programs are best understood when an information and execution flow is outlined for the computing system when operating under the mutual control of RTM and the time sharing package. The new modes of operation are outlined below in graphical form with amplifying comments to describe the proper sequence of execution and responses from system.

A. PROGRAM INPUT, EDIT AND DEBUG MODE

Input programs can originate at the card reader or the display console keyboard. The input is always in SDS internal code and resides in the page buffer and on the drum in this form. During editing, DEBUGS controls the paging and translation between the display and page buffers. See Figure 17. The correction activity is controlled by the light pen strikes (PEN1ACT and PEN2ACT) and keyboard inputs (KEY1ACT and KEY2ACT). Once a program is in the page buffer and on the drum it may be transferred to the magnetic tapes and executed in the background queue as often as desired. This allows editing between runs without read in of the whole program at the card reader or keyboard each time.

During input, editing, and transfer to magnetic tape each scope runs independently of the other and both run independent of batch or hybrid programs in the system.

B. STEP-BY-STEP EXECUTION AND DEBUGGING MODE

Programs may originate from any input console in the system if they conform to the proper calling sequence indicated above in Figure 12. The stepping function is called from KEY1ACT or KEY2ACT by use of function panel keys 29, 30, or 31. STEP1 and STEP 2 control the

SYSTEM DATA FLOW UNDER INPUT, EDITING AND DEBUG MODE

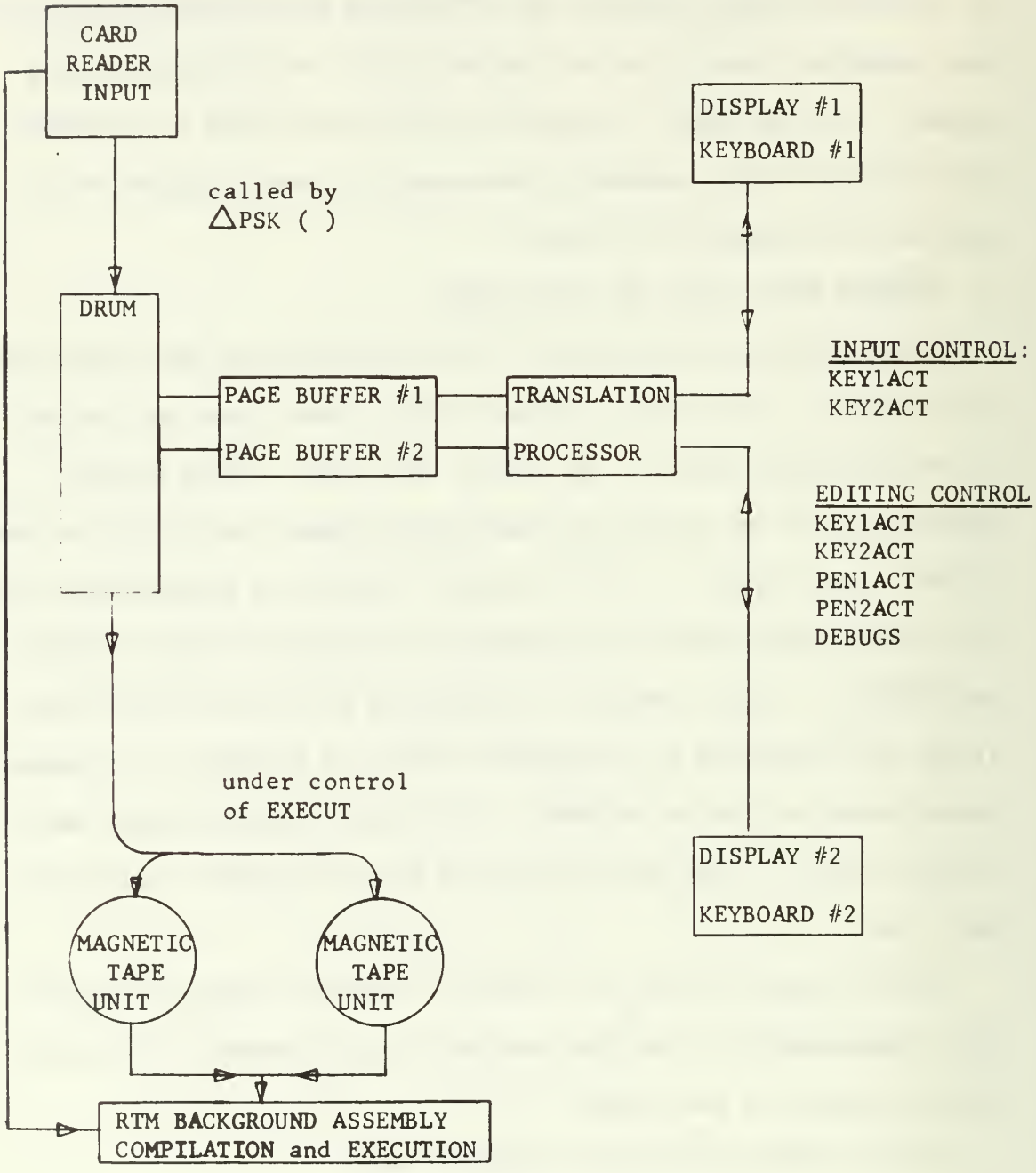


FIGURE 17

SYSTEM DATA FLOW UNDER STEP-BY-STEP EXECUTION MODE

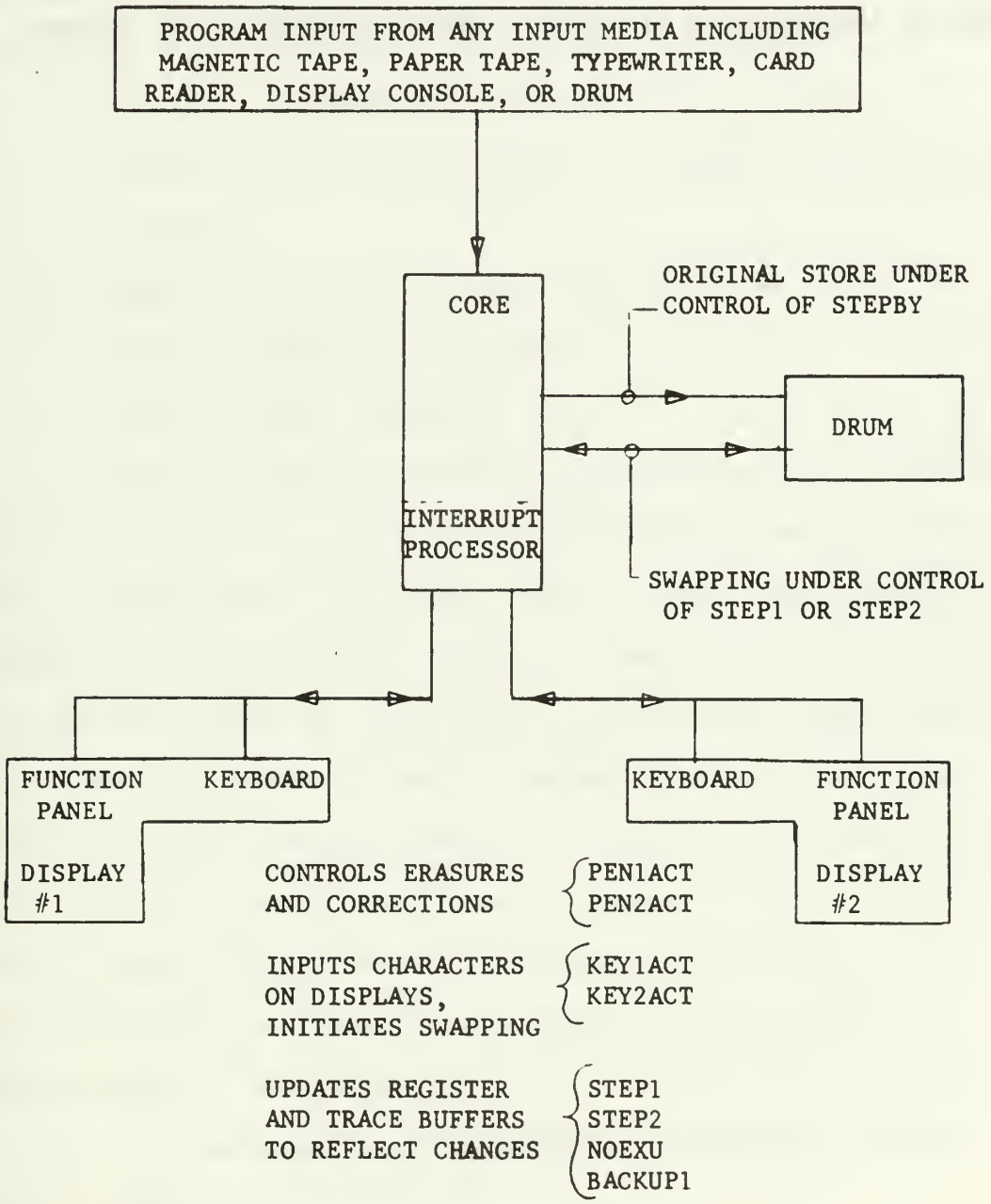


FIGURE 18

swapping, execution of a single instruction and updating of the saved program, if the display buffers are altered by a light pen erasure and keyboard correction. See Figure 18. During the execution of step-by-step tracing at a display each display runs independently of the other and both run independently of batch or hybrid programs in the system.

VII. CONCLUSIONS

The resultant time sharing system is essentially a special purpose, task oriented time shared capability. The computing system under the combined control of the time sharing package and RTM will provide parallel service, rather than serial, for these principal uses:

1. Step-by-step execution and program activity tracing.
2. Iterative syntax error correction, assembly, compilation, and execution.
3. Symbolic input and editing of object programs.
4. Non-real time hybrid simulation studies.
5. General digital computation tasks.

The CPU idle time during step-by-step execution was the most restrictive, hence the first to be integrated into the package. Previously, the CPU was in idle mode (versus run mode in an idle loop) between each step of stepping through a troublesome loop in a program and could not service any other users. Shifting this mode of operation to the displays to run as an interrupt service routine clears the system of this idle mode restriction and thus allows the hybrid user to also interrupt CPU activity for service. Another user may use the second display terminal for step-by-step execution or for correcting syntax and logic errors (debugging) in the input and editing mode. If the hybrid user is not using all the I/O devices a fourth user can enter the batch queue and use whatever CPU time and I/O capability is left over.

A. GENERAL CONCLUSIONS

Analysis of the general time sharing problem after an attempt at a coherent system design impressed the need for certain hardware and

software capabilities, and established their hierarchy of importance. Multiple terminal systems satisfying the four primary requirements discussed below are capable of efficient time sharing, without satisfying these requirements time sharing is possible but not necessarily efficient.

A prime factor is a high speed swapping capability which requires a high transfer rate bulk memory device and a very efficient software transfer controller.

A completely interruptable system supervisor with re-entrancy provided for all routines where multiple interrupt-originated entries are possible is a must for coherent, consistent time sharing. This requirement includes re-entrant assemblers and compilers.

The third primary requirement is for parallelism in performance of as many tasks as possible. Time sharing is often thought of as sharing a CPU's time among several users because of the cost inefficiencies involved in idle CPU time. The really expensive item in any computer is the core memory, so it makes more sense to approach the time sharing problem from the viewpoint of exercising the core memory to its maximum, not necessarily the CPU. This can be done by interlacing I/O operations on high speed data channels with CPU memory accesses. To push the memory, multiple CPU instruction and supporting registers accessing blocks of memory in a parallel sense, through MAMS, is the way to extract more use out of a "limited" memory computer. To control and feed a system of this type the first two system requirements must be met.

A fourth primary requirement is for a program interrupt capability so active programs can be interrupted in favor of a higher

priority request. The priority is determined by several factors and normally shifts from user to user under supervisor control.

The more elementary hardware requirements for multiple user terminals and I/O devices must be satisfied but are not discussed here.

B. RECOMMENDATIONS FOR THE SYSTEM STUDIED.

The problems encountered in the software implementation phase of this study indicate improvements needed for efficient time sharing on the subject computing system. The following recommended improvements are within the above outlined general time sharing requirements.

A six second response time for the stepping mode and paging activity is due to the RTM drum I/O processor. This subroutine needs updating to get transfer of data up to the hardware rate, not the software rate. A second alternative is obvious, that is use of an independent drum I/O controller (similar to RADOP listed in Appendix A) that accesses the RTM list reservation table.

The need for a second I/O channel becomes obvious from the discussion of Chapter III, Section 5. The second I/O channel ideally would be used for swapping only, hence only have the drum attached. This would reduce potential I/O stalling of the CPU from 100 percent to less than 30 percent during swapping.

The implementation of a more general time sharing capability would require a re-entrant assembly and compilation capability to allow entry from more than one terminal. This can be done with a pseudo re-entrant capability, if desired.

C. EXTENSIONS OF THE SPECIAL PURPOSE PACKAGE

The function panel has many open keys available for connection to additional subroutines. Some suggested routines that would be

extensions of the techniques learned in this study and could use some of the subroutines are here proposed.

An adaption of the step-by-step mode at the display consoles to on-line programming techniques where a routine is swapped in, executed, then swapped out is desirable. The results are displayed along with data groups to be varied. The on-line programmer can then change the contents of the data group for a rerun, and start the cycle again. This could be connected to the graphing routine and used in much the same manner except that the on-line programmer would then have graphical results for evaluation. The graphical display could be an optional memory type where useful graphs could be saved and unnecessary graphs rejected. Another linkage could be provided where one scope could be used to drive the other using the graphical and on-line technique outlined above. These functions can be swapped in and out of memory and hence share the CPU with other users on a whole program swapping basis.

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APPENDIX A

CALCULATIONS AND DATA

Stalling percentages were calculated based on the nominal word access rates to main memory for each peripheral device and compared to the memory access cycle time of the CPU. Calculation was based on the following relationship:

Percent Stalling (%) = Peripheral data word memory access rate/CPU data word memory access rate. Example calculation for drum Stalling: (%) = 147K/572K = 25.7%

Averaging of large amounts of raw timing data was used to reduce the data into useable form for graphing the transfer rate characteristic of the drum. The experimental procedure was to time a continuous swapping sequence through 100 operations. The swapping rate was based on a read onto the drum and write back into core operations.

Sample calculation for word swap rate:

07777 = 4095_{10} words swapped in and out 100 times: 14.1 sec. (data)

14.1 sec - .1 sec reaction time = 14.0

14.0 sec. /100 = .14 sec. average transfer rate in and out

14 sec./2 = .07 sec average transfer rate for 1 band (07777 words)

4095 words/ .07 sec = 58500 = 58.5 KHertz word transfer rate.

3584/ .035 = 112000 = 112 KHertz

170.5/2 = 85.25 KHz = average word transfer rate

DATA

RUN #	RTM I/O (sec.)	RADOP (sec.)	# of WORDS (K =thousands)
1	14.2	7.2	60.0
2	68.0	7.2	280
3	78.7	7.2	400
4	112.	7.2	600
5	151.	14.1	800
6	195.	14.1	1000
7	237.5	14.1	1200
8	277.5	14.1	1400
9	317.	14.1	1638
10	-	12.1	1800

```
*************************************************************************
*                                                                       *
*       RADOP  SWAPS A LIST ONTO THE RAD, THEN SWAPS IT OFF INTO CORE.  *
*                  SWAPPING ITERATIONS ARE CONTROLLED BY THE X2 REG.    *
*                                                                       *
*************************************************************************
$RADOP NOP
       LDX      =0177634,2
       LDA      =01234
       STA      DAT
       BRM      LDI
       PZE      0                  HALT TO ALLOW STARTING OF MANUAL TIMER.
*
*      WRITE SECTION                                                    *
*                                                                       *
GOO    NOP
       SKS      010066             SKIP IF DRUM READY FOR OUTPUT FROM CORE
        BRU      $-1                NOT READY, WAIT
        EOM      010066             READY, ALERT CHANNEL A FOR POT OF RAD ADDRESS.
        POT      RADLOC             POT RAD ADDRESS TO CHANNEL CONTROLLER
        ALC      0                  ALERT INTERLACE, I/O MODE
        EOM      015243             I/O IOSD MODE, ZWC INTERRUPT
        POT      WRDLOC             POT WORD COUNT AND ADDRESS OF DATA
        EOM      03266              CONNECT INFO AND RAD FOR INTO RAD
        SKS      010066             SKIP IF CONTROLLER READY
        BRU      $-1                NOT READY, WAIT
        SKS      011066             READY, SKIP IF NO DRUM CONTROLLER ERROR.
        BRU      $-11               ERROR, TRY AGAIN
        SKS      011000             NO ERROR, SKIP IF NO CHANNEL ERROR
        BRU      $-13               ERROR , TRY AGAIN
        NOP                         NO ERROR, CONTINUE
*                                                                       *
*       READ SECTION                                                    *
*                                                                       *
        SKS      010026             SKIP IF CONTROLLOR READY
        BRU      $-1                NOT REZDY, WAIT
        EOM      010026             ALERT CONTROLLER FOR POT OF RAD ADDRESS
        POT      RADLOC             POT SECTOR, BAND, AND UNIT ADDRESS WORD
        ALC      0                  ALERT INTERLACE, I/O MODE
        EOM      015203             I/O IOSD MODE, ZWC INTERRUPT
        POT      WCADDR               CORE STORAGE AREA ADDRESS AND WORD COUNT
        EOM      03226                READ SECTOR INTO FILE
        SKS      010026             SKIP IF CONTROLLER READY
        BRU      $-1                NOT READY, WAIT
        SKS      011026             READY, SKIP IF NO DRUM CONTROLLER ERROR.
        BRU      $-10               ERROR, TRY AGAIN
        SKS      011000             NO ERROR, SKIP IF NO CHANNEL ERROR
        BRU      $-12               ERROR, TRY AGAIN
```

```
        BRX     GOO,2
        PZE     0                    SWAPPING COMPLETED, STOP MANUAL TIMER.
LDI     PZE     0
        LDX     =0170000,1
        LDA     DAT
        STA     070000,1
        BRX     $-1,1
        BRR     LDI
DAT     RES     1
LIST    EQU     020000
INFO     RES    020000
WCAD    FORM    10,14
POTA    FORM    9,2,7,6
RADLOC  POTA    0,0,0117,0
WRDLOC  WCAD    01400,LIST
WCADDR  WCAD    01400,INFO
        END     RADOP
```

APPENDIX B

The following table lists the ASC II code used in the display, the SDS Internal code and the corresponding symbol. All numbers are octal.

SYMBOL	ASC II	SDS INTERNAL
0	60	00
1	61	01
2	62	02
3	63	03
4	64	04
5	65	05
6	66	06
7	67	07
8	70	10
9	71	11
SPACE	40	12
=	75	13
HYPHEN	47	14
:	72	15
>	76	16
CHECK	47	17
+	53	20
A	1	21
B	2	22
C	3	23
D	4	24
E	5	25
F	6	26
G	7	27
/	57	61
S	23	62
T	24	63
U	25	64
V	26	65
W	27	66
X	30	67
Y	31	70
Z	32	71
?	77	72
,	54	73
(	50	74
#	43	75
\	34	76
?	77	77
H	10	30
I	11	31
?	77	32

APPENDIX B (continued)

SYMBOL	ASC II	SDS INTERNAL
.	56	33
)	51	34
[	33	35
<	74	36
End of Line	37	37
-	55	40
J	12	41
K	13	42
L	14	43
M	15	44
N	16	45
O	17	46
P	20	47
Q	21	50
R	22	51
Carriage Return	77	52
$	44	53
*	52	54
]	35	55
;	56	73
△	0	57
Blank	40	60

APPENDIX C

This Appendix is a complete listing of the subroutines used to operate the special purpose time sharing capability for the studied system. The listings start on the next page.

```
*****************************************************************************
*                                                                           *
*                KEY1ACT  AND   KEY2ACT                                     *
*                                                                           *
*                KEYBOARD INTERRUPT SERVICE ROUTINE                         *
*                                                                           *
*****************************************************************************
$KEY1ACT PZE    0               KEYBOARD 1 ENTRY POINT
         FIRS   07601           SET FLAG 6 TO INDICATE ENTRY FROM KEYBD 1
         XMX    SVX1D1,1        SET X1=0 FOR DISPLAY 1, SAVE INTERRUPTEDX
         BRU    $+4
$KEY2ACT PZE    0               KEYBOARD 2 ENTRY POINT
         XMX    SVX1D2,1        SET X1=1 FOR DISPLAY 2, SAVE INTERRUPTEDX
         FIRS   07700            RESET ALL FLAGS
         EXU    DISABL,1
         EXU    EOMPIN,1         STORE PIN WORD INTO MEMORY
         PIN    KEYWRD,1
         STA    SAVEA,1           SAVE INTERRUPTED A
         STB    SAVEB,1          SAVE INTERRUPTED B
         COPY   (2,5)              SAVE INTERRUPTED
         STA    SAVEX2,1                X2
         COPY    (3,5)               SAVE INTERRUPTED
         STA    SAVEX3,1              X3
         SKN    FIXING,1        SKIP IF RE-WRITING ERASED LINE
         BRU    $+2
         BRU    FIXBOK           DO HOUSEKEEPING
         SKN    EDITING,1        SKIP  F INPUT IS TO CORRECT L. P. STRIKE
         BRU    $+2
         BRU    PERMIT
         LDA    KEYWRD,1          PUT INPUT WORD IN A  REGISTER
         SKA    =040            SKIP IF INTERRUPT FROM FUNCTION PANEL
         BRU    KEYPRC
         SKN    BUGGY,1         SKIP IF  DEBUGGING IN PROCESS
         BRU    FUNCTKE
         LDA    ONE
         SKU    KEYWRD,1        IF DE-DEBUG NO SKIP
         BRU    DDEBUG
         BRU    DEPART           MISTAKE
KEYPRC   LDB      SAVDX2,1      RESTORE X2 AND
         COPY   (4,2)             X3 REGISTER
         LDB    SAVDX3,1            STATUS OF KEYBOARD
         COPY   (4,3)            ACTION ROUTINE.
         LRSA   06
         SKN    FIXING,1          SKIP IF RE-WRITNG AN ERASED LINE.
         BRU    $+2
         BRU    $+7
         SKF    ALTMOD           SKIP IF CHANGE OF MODE TO DEBUG
         BRU    $+2
```

```
         BRU     DEBUGS
         SKN     BUGGY,1          SKIP IF DEBUG MODE IS ACTIVE
         BRU     $+2
         BRU     DEPART           MISTAKE, IGNORE INPUT
         SKE     RUBOUT           SKIP IF PREVIOUS CHARACTER TO BE SCRUBBED
         BRU     CHCKR
         LDA     SPACES
         SKU     *MSG1,1
         BRU     PREVLN                    PREVIOUS
         COPY    (5,4),(3,5)       A INTO B, X3 INTO A
         SUB     =2
         COPY    (5,3),(4,5)          A INTO X3, B INTO A
RUBSTO   LDA     STSMSK+5,3
         STS     *MSG1,1
         MPD     TEMPCO,1         UPDATA ERASED LINE FILLER CHARACTER COUNT
         BRU     NXTWRD
PREVLN   COPY    (5,4),(2,5)
         SKE     LINECO,1          IGNORE IF BEGINNING OF LINE
         BRU     $+3
         MPD     TEMPCO,1         UPDATA ERASED LINE FILLER CHARACTER COUNT
         BRU     DEPART-5          ERROR, IGNORE INPUT ERASE
         SUB     ONE
         COPY    (5,2),(4,5)
         LDX     =0177776,3
         BRU     RUBSTO
CHCKR    SKE     CR               SKIP IF INPUT IS     CARRIAGE RETURN
         BRU     STCWRD
         LDA     LINECO,1          PUT BEGINNING OF LINE POINTER IN X2
         COPY    (5,2)
         LDA     *MSG1,1
         SKE     DELTGO           SKIP IF LINE READS ¬GO
         BRU     MEMSTO
         COPY    (0,4)               CALCULATE
         COPY    077777,(2,4)           THE NUMBER OF WORDS
         COPY    (0,5)                ON THE PARTIAL
         LLSR    01                PAGE AND STORE IN WORD BUFFER
         DIV     TWENS                OF EXECUT
         MUL     TWENTY
         LLSD     23
         STA     INECBUF,1
         LDA     DRUMST              ADD PARTIAL PAGE TO
         STA     SVDRUM               END PROGRAM LISTING.
         BRM     DRUMST
         LDA     SVDRUM
         STA     DRUMST
         BRM     EXECUT
         MPD     FACES,1
         BRU     DEPART
```

```
STOWRD  ETR     STSMSK+3        STORE CHARACTER
        EXU     SHIFTL+4,3        IN DISPLAY
        LDR     STSMSK+4,3              BUFFER.
        STS     *MSG1,1
NXTWRD  BRX     $+16,3
        BRX     $+1,2           SETUP INDEX REGISTERS FOR NEXT CHARACTER
        COPY    (0,5)             CHECK
        COPY    (2,4)           TO INSURE THAT
        RCH     034010          CLEAR BITS / 0-8 INCLUSIVE IN B
        LLSB    1
        DIV     TWFN5
        COPY    (4,5)
        SKE     =0                NO MORE
        BRU     $+6                THAN
        COPY    (2,5)                TWENTY WORDS
        SUB     ONE                  ARE WRITTEN
        COPY    (5,2)              PER LINE
        LDX     =0177777,3               CHARACTERS IN EXCESS
        BRU     $+2                OF TWENTY ARE IGNORED
        LDX     RESTART,3
        COPY    (2,4)                SAVE
        STB     SAVDX2,1              ROUTINE
        COPY    (3,4)           CHARACTER POSITION CONTROL
        STB     SAVDX3,1                REGISTERS
$DEPART LDB     SAVEB,1               RESTORE
        LDA       SAVEX2,1          INTERRUPTED
        COPY    (5,2)             REGISTERS
        LDA     SAVEX3,1              AND
        COPY    (5,3)                 ENABLE
        LDA     SAVEA,1             INTERRUPTS
        SKN     FIXING,1        SKIP IF REFILLING ERASED LINE
        BRU     $+2
        BRU     $+3                   THEN
        EXU       ENBPEN,1
        EXU     ENBFCN,1
        EXU     ENBKEY,1                RETURN
        ESTP    0101                  TO
        BRU     $+3               INTERRUPTED
        XMX     SVX1D2,1        ROUTINE.
        BRC     *KEY2ACT
        XMX     SVX1D1,1
        BRC     *KEY1ACT
$FIXLIN SKN     FIXING,1         SKIP IF TRYING TO REFILL AN ERASED LINE
        BRU     $+2
        BRU     DEPART
        SKN     1SHOT,1          SKIP IF STEP BY STEP PROGRAM ACTIVE.
        BRU     $+2
        BRU     DEPART
```

```
        LDA     MSG1,1          CALLING DISPLAY LIST ADDRESS INTO A
        SKN     EDITING,1       UP DATE EDITING (L.P. FLAG) IF REQUIRED.
        BRU     $+2
        MPT     EDITING,1       RE-SET EDITING FLAG
        RCH     034001            CLEAR BITS 0-8 INCLUSIVE
        STA     TEMPBAS,1
        LDA     LINECO,1      SAVE INPUTTING X2 POINTER
        STA     TEMPLI,1            FOR LATER RECOVERY
        LDA     PENWRD,1
        SUB     TEMPBAS,1       SUBTRACT STRIKE LOCATION TO GET RELATIVE
        COPY    (0,4)         POSITION OF WORD IN DISPLAY LIST.
        LRSO    23
        COPY    (0,5)
        DIV     TWENS         INTEGER PORTION OF LINE NUMBER INA,
        COPY    (0,4)         WORD LOCATION IN LIST INTO B NOT NEEDED
        STA     LISTNO,1      SAVE INTERRUPTED INPUTTING LIST ADDRESS
        MUL     TWENS         ADDRESS OF FIRST WORD IN LINE TO ERASE
        LLSO    23            INTO THE A REGISTER
        ADD     FIVE
        RCH     034001          CLEAR BITS 0-8 INCLUSIVE  IN A
        ADD     =0100000      MERGE BRANCH INCREMENT OF ONE
        COPY    (5,2)         RELATIVE WORD POINTER INTO INDEX 2
        STA     LINECO,1
        LDX     =0177754,3          X3=WORD COUNTER
        LDA     SPACES                STORE SPACES
        STA     *MSG1,1         TO ERASE LINE
        BRX     $+1,2
        BRX     $-2,3
        COPY    (2,5)         RE-POINT TO BEGINNING OF LINE
        SUB     TWENTY
        LDB     SAVDX2,1        SET UP POINTERS FOR ERASED LINE
        STA     SAVDX2,1          CORRECTION, SAVING ACTIVE INPUT POINTERS
        STB     TEMPX2,1
        LDA     SAVDX3,1
        STA     TEMPX3,1
        LDA     RESTART
        STA     SAVDX3,1
        COPY    (2,5)
        SKO     TEMPLI,1
        BRU     DEPART
        LDA     MINUS1        SET FLAG FOR REFILLING ERASED LINE
        STA     FIXING,1
        LDA     =8C
        STA     TEMPCO,1      SET-UP WORD COUNT FOR REFILL CKECKING
        BRU     DEPART              FILL-ER UP
FIXPOK  SKR     TEMPCO,1      SKIP IF ERASED LINE IS FILLED
        BRU     $+10
        BRU     CHCKR+2
```

```
         MPT      FIXING,1          RESET FLAG , ERASED LINE FULL
         LDA      TEMPX3,1          RESTORE PRE-LINE ERASE POINTERS
         STA      SAVDX3,1          LINECO
         LDA      TEMPX2,1                IN X2 AND X3 AND
         STA      SAVDX2,1          RESTORE X2 POINTER
         LDA      TEMPLI,1
         STA      LINECO,1
         BRU      DEPART
         LDA      KEYWRD,1
         BRU      KEYPRC
FUNCTKE  ADD      =FUNKET
         STA      DIRT,1
         BRU      *DIRT,1             PROCESS THE ROUTINE TIED TO THE FCNKEY.
FUNKET   BRU      DEPART
         BRU      DEPART             ALL FUNCTION PANEL KEYS THAT ARE TIED TO
         BRU      DEPART            DEPART ARE UNASSIGNED TO ANY SPECIFIC
         BRU      DEPART            TASK AND ARE AVALIABLE FOR ASSIGNMENT.
         BRU      DEPART
         BRU      DEPART
         BRU      DEPART
         BRU      DEPART
         BRU      DEPART
         BRU      FIXLIN
         BRU      DEPART
         BRU      DEPART
         BRU      DEPART
         BRU      DEPART
         BRU      DEPART
         BRU      DEPART
         BRU      DEPART
         BRU      DEPART
         BRU      DEPART
         BRU      DEPART
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         BRU      DEPART
         BRU      DEPART
         BRU      DEPART
         BRU      DEPART
         BRU      DEPART
         BRU      DEPART
         BRU      BACKUP1
         BRU      NOEXU
         BRU      *STEPS,1
STEPS    DATA     STEP1,STEP2
SVX1D1   DATA     0
SVX1D2   DATA     1
```

```
SAVEX2  DATA    0,0
SAVEX3  DATA    0,0
SAVEA   DATA    0,0
SAVEB   DATA    0,0
STSMSK  DATA    077000000,0770000,07700,077
SHIFTR  DATA    06021022,06021014,06021006,01000000
SHIFTL  DATA    06025022,06025014,06025006,01000000
RUBOUT  DATA    0377
CR      DATA    0215
DELTGO  DATA    00071740
ALTMOD  DATA    0375
SPACES  CHAR    32,32,32,32
CHAR    ECRM    6,6,6,6
TWENTY  DATA    20
TWENS   DATA    25
ONE     DATA    01
RESTART DATA    0177774
LISTNO  DATA    0,0
TEMPLI  DATA    0,0
TEMPX2  DATA    0,0
TEMPX3  DATA    0,0
TEMPBAS DATA    0,0
TEMPCO  DATA    0,0
MSG1    PZE     STAR1,2
        PZE     STAR2,2
MINUS1  DATA    -1
MEMSTO  SKN     FIXING,1        SKIP IF FILLING ERASED LINE
        BRU     $+16
        LDA     SWAPPER,1       SAVE INTERRUPTED POINTER TO CORE AND
        STA     TEMPSW,1        INSERT POINTER TO ERASED AND NOW
        LDA     LISTNO,1        CORRECTED LINE
        SKE     TWEN2           SKIP IF LIST IS FULL
        BRU     $+5
        LDA     TEMPSW,1        RESTORE POINTERS AND FINISH NORMALLY
        STA     SWAPPER,1
        MPT     FIXING,1        RESET FILL ERASED LINE FLAG
        BRU     $+7
        MUL     TWENTY          CALCULATE CORE ADDRESS OF FILL LINE
        LLSD    23
        RCH     034001
        ADD     SWAP,1          AND STORE IT IN CORE
        STA     SWAPPER,1         POINTER WORD
        BRU     $+23
        MPD     DISLGH,1        INCREMENT LINE COUNTER
        LDA     DISLGH,1         CHECK COUNT,
        SKG     TWEN2           SKIP IF INPUT LINE IS EXCESS 23RD LINE
        BRU     $+10
        LDA     =0100005
```

```
         STA      LINECO,1          RE-INITALIZE ALL POINTERS
         STA      SAVDX2,1
         COPY     (5,2)
         LDA      MINUS1
         STA      CYCLE,1           SET  MOVE 23RD LIST TO 1ST LIST FLAG
         LDA      =0177773
         STA      SAVDX3,1
         LDA      DRUMST               GO TO
         STA      SVDRUM            DRUM STORE
         BRM      DRUMST            TO STORE 22 LINE PAGE
         LDA      SVDRUM              OF PROGRAM
         STA      DRUMST              RESTORE INTERRUPTED ADDRESS
         COPY     (0,5)
         STA      DISLGH,1          RESTORE LINE COUNTER
         LDA      SWAP,1            RESTORE LINE TO MEMORY TRANSFER POINTER.
         STA      SWAPPER,1
         MPO      FACES,1           INCREMENT PAGE COUNTER
         LDX      =0177754,3          20 WORD COUNT IN X3 REGISTER
         SKN      CYCLE,1           SKIP IF ERASE FILL LINE IS 23RD LINE
         BRU      $+4
         LDA      *MSG2,1           TRANSFER 23RD LINE TO FIRST POSITION
         STA      *MSG1,1           IN DISPLAY LIST AND CORE STORAGE
         BRU      $+2
         LDA      *MSG1,1
         LRSD     18                TRANSFORM ASA22 CODE TO SDS INTERNAL CODE
         ADD      FIST
         STA      DIRT,1
         LDA      *DIRT,1
         RCH      0331
         LLSD     06
         ADD      FIST
         STA      DIRT,1
         LDA      *DIRT,1
         RCH      0331
         LLSD     06
         ADD      FIST
         STA      DIRT,1
         LDA      *DIRT,1
         RCH      0331
         LLSD     06
         ADD      FIST
         STA      DIRT,1
         LDA      *DIRT,1
         RCH      0331
         STB      *SWAPPER,1
         BRX      $+1,2
         MPO      SWAPPER,1
         SKN      CYCLE,1           SKIP IF ERASE FILL LINE IS 23RD LINE
```

```
          BRU     $+3
          BRX     $-20,3
          BRU     $+2
          BRX     $-28,3
          SKN     FIXING,1          SKIP IF FILLING ERASED LINE
          BRU     $+6
        LDA     MINUS1
          STA     TEMPCO,1
          LDA     TEMPSW,1
          STA     SWAPPER,1         RESTORE INTERRUPTED CORE POINTER WORD
          BRU     FIXBOK+3
          COPY    (2,5)
          ADD     FIVE              UPDATE X2 POINTER
          COPY    (5,2)
          STA     LINECO,1
          SKN     CYCLE,1           SKIP IF ERASE FILL LINE IS 23RD LINE
          BRU     $+12
          LDX     =0177752,3
          LDA     SPACST             SETUP AND CALL
          STA     SVSPAC             ROUTINE TO
          BRM     SPACST             STORE SPACES IN DISPLAY OF  -OLD-
          COPY    (2,5)
          ADD     FIVE              UPDATE X2 POINTER
          COPY    (5,2)
          BRX     $-4,3
          LDA     SVSPAC             PAGE OF INPUT PROGRAM, RESET
          STA     SPACST            REENTERED PROGRAM RETURN POINTER
          MPT     CYCLE,1            RESET NEW PAGE FLAG
          LDA     LINECO,1
          COPY    (5,2)
          BRU     DEPART-5
SWAPPER DATA    INFO1,INFO2
SWAP    DATA    INFO1,INFO2
FIVE    DATA     05
TWEN2   DATA    22
DISLGH  DATA    0,0
CYCLE   DATA    1,1
TEMPSW  DATA    0,0
MSG2    PZE     STAR1P,2
        PZE     STAR2P,2
FIST    DATA    LIST
DIRT    DATA    0,C
        END
```

```
*****************************************************************************
*                                                                           *
*                          \\KEYD                                           *
*                                                                           *
*                  BRINGS CALLED SCOPE ON LINE FOR I/O.                     *
*                                                                           *
*****************************************************************************
$ \\KEYD  PZE     0
          STA     SAVEA               SAVE USAC CELLS.
          STX     SAVEX1,1
          STX     SAVEX2,2
          STX     SAVEX3,3
          BRM     R\SCAN              SCAN AND INPUT DISPLAY NUMBER
          PZE     1                     FROM ¬ CARD.
          RCH     TABLE
LINK1     LDA     STRING
          LRSA    12
          RCH     037601               CLEAR BITS  0-20  INCLUSIVE.
          SUB     =1
          COPY    (5,1)
$KEYD     LDA     LPSERV,1              CONNECT L.P. INTERRUPT.
          STA     *LPLOC,1
          LDA     KYSERV,1              CONNECT KEYBOARD INTERRUPT.
          STA     *KYLOC,1
          LDA     ENDSER,1               CONNECT END OF DISPLAY LIST INTERRUT
          STA     *ENDLOC,1
          EXU     EOMPOT,1            TURN ON
          POT     =0
          LDX     =0177751,3                FILL DISPLAY BUFFER WITH BLANKS.
          LDX     =0100005,2
          LDA     SPACST
          STA     SVSPAC
          BRM     SPACST
          COPY    (2,5)
          ADD     =5
          COPY    (5,2)
          BRX     $-4,3
          LDA     SVSPAC
          STA     SPACST
          LDA     =0100005
          STA     SAVDX2,1             RESET INDEX 2
          LDA     =0177774
          STA     SAVDX3,1
          COPY    (0,5)
          STA     FACES,1              RESET PAGE COUNTER TO 0.
          LDA     =1                  RESET ONE SHOT FLAG TO INACTIVE.
          STA     1SHOT,1
```

```
          STA       FIRSPAS,1          SET STEP-BY FLAG TO UNCALLED.
          LDA       CARDLIN,1          RESET CALLING DISPLAY FOR INPUT/OUTPUT.
          STA       *WHERE,1
          EXU       ENBKEY,1             ENABLE CALLING KEYBOARD.
          EXU       ENBFCN,1              ENABLE CALLING FUNCTION PANEL.
          EXU       ENBPEN,1                ENABLE CALLING LIGHT PEN.
        LDA       SAVEA                  RESTORE DISTURBED REGISTERS.
          LDX       SAVEX1,1
          LDX       SAVEX2,2
          LDX       SAVEX3,3
          BRR       \\KEYD
CARDLIN CWFM      0,2,NUMS
          CWFM      0,2,SMUN
CWFM      EQRM      1,8,15                          888888
WHERE   DATA      NUMMER1,NUMMER2
LPLOC   DATA      044,047
LPSERV  BRM       PEN1ACT
          BRM       PEN2ACT
KYLOC   DATA      045,050
KYSERV  BRM       KEY1ACT
          BRM       KEY2ACT
ENDLOC  DATA      043,046
ENDSER  BRM       FLASH1
          BRM       FLASH2
SAVEA   DATA      0
SAVEX1    DATA      0
SAVEX2  DATA      0
SAVEX3  DATA      0
DELIM   EQRM      6,18
TABLE   PZE       2
          PZE       1
          DELIM     ')',LINK1
NOCHAR  PZE       0
STRING  RES       1
$1SHOT  DATA      1,1
$PENCOR DATA      0,0
$FIRSPAS    DATA  1,1
$INFORUE  DATA    0,0
$ENDING DATA      0,0
$FACES  DATA      0,0
$SVSPAC DATA      0
$SVDELM DATA      0
$FIXING DATA      1,1
$EDITING DATA     0,0
$BLOCK  DATA      1,1
$LINECO DATA      0100005,0100005
$SAVDX2 DATA      0100005,0100005
$SAVDX3 DATA      0177774,0177774
```

```
        END
*****************************************************************************
*                                                                           *
*           DEBUGS                                                          *
*                                                                           *
*              DEBUG MODE PARADES THE USERS PROGRAM  PAGE                   *
*           BY PAGE WITH CHECKS IN BLANK SPACES AND LIGHT                   *
*              PEN -KEYBOARD ACTIVE  FOR CORRECTIONS.                       *
*                                                                           *
*****************************************************************************
$DEBUGS SKN     BUGGY,1             SKIP IF DEBUGS IS ACTIVE
        BRU     $+7
        LDA     MULENT                      ACTIVE, SO SET UP MULTIPLE
        STA     SVMULE                ENTRY POINTERS AND BRING UP NEXT PAGE.
        BRM     MULENT
        LDA     SVMULE
        STA     MULENT
        BRU     $+21
        COPY    (0,5)
        STA     ENDING,1            STORE PRESENTLY ACTIVE LINE (NOT IN INFO)
        LDA     LINECO,1            INTO LIST EXTRA
        COPY    (5,2)
        LDX     =0177754,3
        LDA     *MSG1,1
        STA     *EXTRA,1
        MPO     EXTRA,1
        BRX     $+1,2
        BRX     $-4,3
         LDA     DEXTRA,1
        STA     EXTRA,1
        LDA     DRUMST                  STORE PRESENTLY ACTIVE
        STA     SVDRUM                   (DM SCREEN) LIST ON
        BRM     DRUMST                    RAD
        LDA     SVDRUM
        STA     DRUMST
        LDA     MINUS1
        STA     BUGGY,1
        MPO     FACES,1
        LDA     DPUMRD
        STA     SVRDRM
        BRM     DRUMRD              PUT FIRST SECTION OF USER PROGRAM INTO
        LDA     SVRDRM              TRANSFER BUFFER FOR DISPLAY LIST I/O
        STA     DRUMRD              AND INCREMENT POINTER FOR NEXT PAGE.
OLDPIC  COPY    (0,5)
        STA     NUMBUF,1
        LDX     =00100005,2           CONVERT SDS INTERNAL CODE TO
        LDX     =0177754,3            ASCII  CODE FOR DISPLAY
        LDA     *SWAPPER,1
```

```
          LRSD     18
          ADD      SIST
          STA      DIRT,1
          LDA      *DIRT,1
          RCH      0331
          LLSD     06
          ADD      SIST
          STA      DIRT,1
          LDA      *DIRT,1
          RCH      0331
          LLSD     06
          ADD      SIST
          STA      DIRT,1
          LDA      *DIRT,1
          RCH      0331
          LLSD     06
          ADD      SIST
          STA      DIRT,1
          LDA      *DIRT,1
          RCH      0331
          LLSD     24
          STA      *MSG1,1
          BRX      $+1,2
          MFO      SWAPPER,1
          BRX      $-25,3
          COPY     (2,5)
          ADD      FIVE
          COPY     (5,2)
          MFO      NUMBUF,1
          LDA      TWEN2
          SKG      NUMBUF,1          SKIP IF ANOTHER LINE IS TO BE CONVERTED
          BRU      $+2
          BRU      $-34
          LDA      SPACST              FILL THE 23RD LINE WITH BLANKS
          STA      SVSPAC
          BRM      SPACST
          LDA      SVSPAC
          STA      SPACST
          SKN      MEMS,1           SKIP IF DEBUGGING IS TO CEASE
          BRU      DEPART
          BRU      FINBUG
**********                    UNBUG                    **************************
*         CONVERTS AND STORES UPDATED PAGES FROM DISPLAY TO RAD.                  *
UNBUG     PZE      0
          LDA      SWAP,1
          STA      SWAPPER,1         UPDATED SCREEN PICTURE
          COPY     (0,5)
          STA      NUMBUF,1          (PAGE) IS CONVERTED
```

```
          LDX     =0100005,2          FROM ASAII CODE
          LDX     =0177754,3           TO SDS INTERNAL AND
          LDA     *MSG1,1               SET UP FOR
          LRSD    18                 STORING ON RAD.
          ADD     FIST
          STA     DIRT,1
          LDA     *DIRT,1
          RCH     0331
          LLSD    06
          ADD     FIST
          STA     DIRT,1
          LDA     *DIRT,1
          RCH     0331
          LLSD    06
          ADD     FIST
          STA     DIRT,1
          LDA     *DIRT,1
          RCH     0331
          LLSD    06
          ADD     FIST
          STA     DIRT,1
          LDA     *DIRT,1
          RCH     0331
          LLSD    24
          STA     *SWAPPER,1
          BRX     $+1,2
          MFO     SWAPPER,1
          BRX     $-25,3
          COPY    (2,5)
          ADD     FIVE
          COPY    (5,2)
          MFO     NUMBUF,1
          LDA     TWEN2
          SKG     NUMBUF,1            SKIP IF ANOTHER LINE IS TO BE CONVERTED
          BRU     $+2
          BRU     $-34
          LDA     DRUMST               STORE CONVERTED PAGE ON RAD
          STA     SVDRUM
          BRM     DRUMST
          LDA     SVDRUM
          STA     DRUMST
          BRR     UNBUG
*                                                                          *
*        BRING IN NEXT PAGE TO BE CORRECTED                                *
MULENT    PZE     0
          LDA     UNBUG                UPDATED
          STA     SVUNBUG                 PAGE
          BRM     UNBUG                ONTO
```

```
         LDA      SVUNBUG            RAD
         STA      UNBUG
         MPO      ENDING,1
         LDA      FACES,1          KEEP TRACK OF PAGES
         SKE      ENDING,1         SKIP IF LAST PAGE IS ON DISPLAY
         BRR      MULENT
         COPY     (0,5)
         STA      ENDING,1
         BRR      MULENT
$DDEBUG  NOP
         LDA      UNBUG                STORE
         STA      SVUNBUG            CORRECTED
         BRM      UNBUG                PAGE
         LDA      SVUNBUG             ON
         STA      UNBUG                  RAD
         LDA      FACES,1          RESET PAGE NUMBER
         STA      ENDING,1
         LDA      MINUS1
         STA      MEMS,1           SET LOCATION FLAG
         BRU      OLDPIC-5
FINBUG   MPT      MEMS,1            ERSET LOCATION FLAG
         COPY     (0,5)
         STA      ENDING,1          RESET PAGE POINTER FOR DEBUGGING.
         MPT      BUGGY,1              RESET DEBUG ACTIVE FLAG TO INACTIVE
         LDA      LINECO,1          SETUP TO
         COPY     (5,2)             RESTORE LSAT
         LDX      =0177754,3            ACTIVE LINE ON DISPLAY.
         LDA      *EXTRA,1
         MPO      EXTRA,1            AND DISPLAY
         STA      *MSG1,1
         BRX      $+1,2
         BRX      $-4,3
         LDA      DEXTRA,1
         STA      EXTRA,1
         BRU      DEPART
SVUNBUG  DATA     0
MINUS1   DATA     -1
SVMULE   DATA     0
MSG1     PZE      STAR1,2
         PZE      STAR2,2
SWAPPER  DATA     INFO1,INFO2
SWAP     DATA     INFO1,INFO2
EXTRA    DATA     EXTRA1,EXTRA2
DEXTRA   DATA     EXTRA1,EXTRA2
EXTRA1   RES      20
EXTRA2   RES      20
$SVRDRM  DATA     0
SIST     DATA     STLIST
```

```
NUMBUF  DATA    0,0
DIRT    DATA    0,0
MEMS    DATA    1,1
FIST    DATA    LIST
TWFN2   DATA    22
FIVE    DATA    05
        END
*
*****************************************************************************
*                                                                           *
*             PEN1ACT  AND   PEN2ACT                                        *
*
*       LIGHT PEN SERVICE ROUTINE
*
*****************************************************************************
$PEN1ACT PZE    0
        FIRS    07601           SET FLAG 6 TO INDICATE ENTRY FROM PEN 1
        XMX     SVX2D1,2        SET X2=0 FOR DISPLAY 1, SAVE INTERRUPTEDX
        BRU     $+4
$PEN2ACT PZE    0                  PEN 2 ENTRY POINT
        XMX     SVX2D2,2        SET X2=1 FOR PEN2, SAVE INTERRUPTED X2
        FIRS    07700            RESET ALL FLAGS
        EXU     DISABL,2        DISABLE CALLING DISPLAY INTERRUPTS
        EXU     EOMPEN,2        ADDRESS CALLING PEN FOR PIN WORD
        PIN     PENWRD,2        STORE PINNED PEN WORD
        STA     SAVEA,2         SAVE INTERRUPTED A
        STB     SAVEB,2          SAVE INTERRUPTED B
        COPY    (1,5)              X1 INTO A
        STA     SAVEX1,2            SAVE X1
        LDA     =-1
        STA     EDITING,2       STORE LIGHT PEN EDITING FLAG
        SKN     1SHOT,2         IF ONE-SHOT ACTIVE, SET ONE-SHOT CORRECT-
        BRU     $+2             -ING FLAG.
        STA     PENCOR,2
        LDA     PENWRD,2        LD A WITH PINNED PEN WORD
        SUB     =1                 PROCESS PEN WORD
        LRSD    22                   TO PUT
        STA     SAVX1,2             ADDRESS OF STRIKE INB,
        COPY    (5,1)           CHARACTER POSITION IN X1
        LRSB    02
        STB     PENWRD,2
        LDA     *PENWRD,2        ERASE STRUCK
        EXU     WIPE,1              CHARACTER
        STA     *PENWRD,2
        LDA     SAVEA,2              RESTORE AND
        LDB     SAVEB,2                   EXIT
        LDA     SAVEX1,2
        COPY    (5,1)                RESTORE X1
```

```
        EXU     ENBFCN,2          ENABLE FUNCTION PANEL OF CALLING DISPLAY
        EXU     ENBKEY,2
        ESTR    0101              SKIP IF ENTRY FROMPEN 2, RESET FLAG 6
        BRU     $+3
        XMX     SVX2D2,2          RESTORE INTERRUPTED X2
        BRC     *PEN2ACT          CLEAR INTERRUPT, RETURN
        XMX     SVX2D1,2            RESTORE INTERRUPTED X2
        BRC     *PEN1ACT
*                                                                      *
*******           CORRECTION PROCESSOR                 **************** *
*
$PENRIT LDA     SAVX1,1           STRUCK CHARACTER POSITION
        COPY    (5,2)                   INTO X2
        LDA     KEYWRD,1        PUT CORRECTION IN A
        SKA     =040            SKIP IF IT IS FROM THE FUNCTION PANEL
        BRU     $+5               NOT,PROCESS IT.
        SKN     1SHOT,1         SKIP IF THE STEP BY STEP PROGRAM IS ACTIV
        SKE     =011            IS IT AN ERASE LINE
        BRU     DEPART          NO
        BRU     FIXLIN          YES
        LRSA    06              POSITION CORRECTION CHARACTER
        ETR     =077              AND STORE IT
        EXU     SHIFTL,2
        MRG     *PENWRD,1
        STA     *PENWRD,1
        MPT     EDITING,1
        BRU     DEPART
SVX2D1  DATA    0
SVX2D2  DATA    1
SAVX1   DATA    0,0
SAVEA   DATA    0,0
SAVER   DATA    0,0
SAVEX1  DATA    0,0
WIPE    ETR     =0777777
        ETR     =077007777
        ETR     =077770077
        ETR     =077777700
SHIFTL  DATA    06025022,06025014,06025006,01000000
        END
**********************************************************************
*                                                                    *
*                    \\PSK                                           *
*                                                                    *
*       PSK READS A SOURCE DECK ON THE CARD READER INTO THE DISPLAY  *
*       BUFFER, WRITES IT ONTO MAG TAPE, THEN RETURNS TO THE CARD    *
*       READER FOR CONTROL CARDS AND NORMAL EXECUTION.               *
*                                                                    *
**********************************************************************
```

```
$>>PSK  PZE     0
        FIRS    07700           RESET ALL FLAGS
        BRM     \\KEYD           START UP THE DISPLAY
        BRM     R\SCAN
        PZE     1
        RCH     TABLE
        DIR                     DISABLE ALL INTERRUPTS
LINK1   LDA     STRING
        LRSA    12
        RCH     037601              CLEAR ALL BUT THE LAST 3 BITS OF A.
        SUB     =01
        COPY    (5,1)
        FIR
        COPY    (0,5)
        STA     FACES,1         RESET PAGE COUNT TO 0 FOR NEW INPUT.
AGAIN   LDX     =02477064,2         SET UP FOR CARD STORING
        LDA     DINF,1           STARTING ADDRESS OF BUFFER
        LDB     =037777         MASK IN B FOR LOW ADDRESS STORE IN POT
        STS     WCADDR,1         LOWER BITS OF BUFFER ADDRESS INTO POT
        LRSA    9               SET UP ADDRESS FOR HI BIT STRRE IN EOM
        LDB     =040             MASK FOR HI ADDRESS STORE
        STS     HIADD,1          HIGH ADDRESS BIT IN EOM
        CAT     0                SKIP IF CHANNEL A  NOT ACTIVE.
        BRU     $-1
        BRX     $+2,2
        BRU     UPDATE
        CRT     0,1               SKIP IF CARD READER IS READY FOR INPUT.
        BRU     $-1
        RCD     *0,1,4           READ CARD INTO CHANNEL A, 4 CHARS PER WD
        EXU     HIADD,1          EOM I/O MODE AND HI ADDRESS BIT
        POT     WCADDR,1        WORD COUNT AND LOWER ADDRESS BITS OF POTD
        CAT     0
        BRU     $-1
        LDA     =20
        ADM     WCADDR,1        INCREMENT INPUT STORAGE BUFFER ADDRESS
        LDA     *DINF0,1          LATEST CARD IMAGE INTO A
        SKE     EOF              SKIP IF CARD IS A ¬EOF
        BRU     $-13
        BRU     EXE
UPDATE   LDA    DRUMST
        STA     SVDRUM
        BRM     DRUMST
        LDA     SVDRUM
        STA     DRUMST
        FSTR     04
        BRM     EXECUT
        MPO     FACES,1
        FSTR    04
```

```
        BRU     $+2
        BRU     AGAIN
        FIRS    07700
        BRR     \\PSK
EXE     COPY    077777,(2,5)
        ADD     =440
        RCH     034001              CLAER BITS 0-8 INCLUSIVE OF A
        STA     INFOBUF,1
        FIRS    04
        BRU     UPDATE
EOF     DATA    057254626
WCADDR  WA      20,0
        WA      20,0
WA      FORM    10,14
DINFO   PZE     INF01P,2
        PZE     INF02P,2
DINF    DATA    INF01,INF02
HIADD   ECM     014000
        ECM     014000
DELIM   FORM    6,18
TABLE   PZE     2
        PZE     1
        DELIM   -)-,LINK1
NOCHAR  PZE     0
STRING  RES     1
        END
*****************************************************************************
*                                                                           *
*                       EXECUTE                                             *
*                                                                           *
*      EXECUT STORES A USER PROGRAM ON MAG TAPE READY FOR EXECUTION AS      *
*         SOURCE INPUT.    CALLED BY ¬PSK CARD OR ¬GO ON SCOPE.            *
*                                                                           *
*****************************************************************************
$EXECUT PZE     0
        LDA     FACES,1              CALCULATE THE NUMBER OF WORDS IN THE
        MUL     =440                 USERS PROGRAM  AND USE  TO CONTROL
        LLSD    23                   WRITING ON THE MAG TAPE   (X2 REGISTER)
        ADD     INFOBUF,1
        STA     WORDS,1
        COPY    (0,5)
        SUB     WORDS,1
        RCH     034001               CLEAR BITS 0-8 INCLUSIVE
        MRG     MIN20IN
        COPY    (5,2)
        EXU     TRT,1                SKIP IF MAG TAPE NOT READY
        CAT     0                    SKIP IF CHANNEL READY
        BRU     $-2
```

```
GRIND   EXU     REW,1           REWIND TAPE 3 OR 4 FOR DISPLAY NUMBER
        EXU     TRT,1           1 OR 2 RESPECTIVELY( IN PREPARATION
        CAT     0                FOR WRITING CALLERS PROGRAM ON TAPE
        BRU     $-2               IN PREPARATION FOR EVENTUAL EXECUTION.
        EXU     BTT,1           SKIP IF REWIND NOT SUCCESSFUL.
        BRU     $+2
        BRU     GRIND
        EXU     EFT,1
        ECM     014000           ERASE A LEADER ON THE TAPE.
        PCT     SPACE
        EXU     TRT,1
        CAT     0
        BRU     $-2
        EXU     $+1,1           TAPE READY,BRING IN CALLERS PROGRAM
        BRU     $+32            FROM THE RAD AND TRANSFER IT TO MAG TAPE.
        BRM     R\IOPS           REWIND
        P7E     1                TO THE BEGINNING OF
        OPFDT   0,032,FDTS2R           SAVE CORE LISTING ON THE RAD.
        LDA     FDTS2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
        SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
        BRU     $-2
        BRM     R\IOPS             READ
        P7E     1                CONTENTS OF CORE
        OPFDT     0,040,FDTS2W          TO BE SAVED ONTO THE RAD.
        LDA     FDTS2W          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
        SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
        BRU     $-2
        BRM     R\IOPS             WRITE
        P7E     1                END OF FILE MARK ON RAD
        OPFDT   0,031,FDTS2R      AT END OF TRANSMISSION.
        LDA     FDTS2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
        SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
        BRU     $-2
        BRM     R\IOPS           REWIND
        P7E     1                TO THE BEGINNING OF
        OPFDT     0,032,FDTP2R          THE CALLERS PROGRAM ON THE RAD.
        LDA     FDTP2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
        SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
        BRU     $-2
        BRM     R\IOPS              WRITE
        P7E     1                THE CALLERS PROGRAM
        OPFDT   0,00,FDTP2C        INTO CORE FROM THE RAD.
        LDA     FDTP2C          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
        SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
        BRU     $-1
        BRU     $+31
        BRM     R\IOPS           REWIND
        P7E     1                TO THE BEGINNING OF
```

```
OPFDT   0,032,FDTS1R          SAVE CORE LISTING ON THE RAD.
LDA     FDTS1R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BITO            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS              READ
PZE     1                 CONTENTS OF CORE
OPFDT     0,040,FDTS1W          TO BE SAVED ONTO THE RAD.
LDA     FDTS1W          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BITO            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS              WRITE
PZE     1                 END OF FILE MARK ON RAD
OPFDT   0,031,FDTS1R        AT END OF TRANSMISSION.
LDA     FDTS1R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BITO            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS            REWIND
PZE     1                 TO THE BEGINNING OF
OPFDT     0,032,FDTP1R          THE CALLERS PROGRAM ON THE RAD.
LDA     FDTP1R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BITO            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS              WRITE
PZE     1                 THE CALLERS PROGRAM
OPFDT   0,00,FDTP1C           INTO CORE FROM THE RAD.
LDA     FDTP1C          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BITO            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
EXU     WTD,1
ECM     014000              WRITE PROGRAM
DOT     WCADDR,1          ON MAG TAPE.
CAT     0
BRU     $-1
LDA     =2C
ADM     WCADDR,1
BRX     $-3,2
LDA     =01216000
STA     WCADDR,1
EXU     $+1,1             RESTORE THE CONTENTS OF COEE.
BRU     $+14
BRM     R\IOPS            REWIND
PZE     1                 TO THE BEGINNING OF
OPFDT   0,032,FDTS2R          SAVE CORE LISTING ON THE RAD.
LDA     FDTS2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BITO            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R IOPS              WRITE
PZE     1                 THE SAVED CONTENTS OF CORE
```

```
          OPFDT   0,00,FDTS2W          BACK IN CORE FROM THE RAD.
          LDA     FDTS2W          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
          SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
          BRU     $-2
          BRU     $+13
          BRM     R\IOPS           REWIND
          PZE     1                TO THE BEGINNING OF
          OPFDT   0,032,FDTS1R         SAVE CORE LISTING ON THE RAD.
          LDA     FDTS1R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
          SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
          BRU     $-2
          BRM     R\IOPS               WRITE
          PZE     1                THE SAVED CONTENTS OF CORE
          OPFDT   0,00,FDTS1W          BACK IN CORE FROM THE RAD.
          LDA     FDTS1W          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
          SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
          BRU     $-2
          CAT     0
          BRU     $-1
          EXU     WTDEND,1
          WIA     ENDFIL            WRITE END OF FILE ON TAPE
          TOP     0
          EXU     TRT,1
          CAT     0
          BRU     $-2
          EXU     REW,1             REWIND TO BE READY FOR INPUT.
          EXU     TRT,1
          CAT     0
          BRU     $-2
          FSTR    0404
          MFO     EXECUT
          BRR     EXECUT
DINFO     DATA    INFO1,INFO2
FDTP1R    DATA    0,0,0,0,0,DFP1,0
FDTP2R    DATA    0,0,0,0,0,DFP2,0
FDTS1R    DATA    0,0,0,0,0,DFS1,0
FDTS2R    DATA    0,0,0,0,0,DFS2,0
FDTP1C    DATA    0,016000,07777,042600,0,DFP1,0
FDTP2C    DATA    0,016000,07777,042600,0,DFP2,0
FDTS1W    DATA    0,016000,07777,042600,0,DFS1,0
FDTS2W    DATA    0,016000,07777,042600,0,DFS2,0
OPFDT     FORM    3,6,15
EFT       EFT     *0,3,4
          EFT     *0,4,4
WTDEND    WTD     0,3,1
          WTD     0,4,1
WTD       WTD     *0,3,4
          WTD     *0,4,4
```

```
REW     REW     0,3
        REW     0,4
BTT     BTT     0,3
        BTT     0,4
TRT     TRT     0,3
        TRT     0,4
SPACE   WA      150,0
WCADDR  DATA    01216000,01216000
WAEOF   WA      1,$+1
        DATA    057254626
WA      FORM    10,14
ENDFIL  DATA    017000000
WORDS   DATA    0,0
MIN20IN DATA    02400000
BITC    DATA    04C000000
        END
*****************************************************************************
*                                                                           *
*                            DRUMRD   AND   DRUMST                          *
*                                                                           *
*       DRUMRD AND DRUMST  RESPECTIVELY READ AND WRITE DATA ON THE RAD,     *
*        USING A SEVEN SECTOR SIZE (0700)  WORD BUFFER IN CORE.             *
*                                                                           *
*****************************************************************************
$DRUMRD PZE     0
        LDA     MINUS1          SET FLAG FOR READING DATA FROM THE RAD
        STA     READ,1
        BRU     $+2
$DRUMST PZE     0
        LDA     FACES,1
        SKN     READ,1
        ADD     ONE             CALCULATE SIZE OF CORE BUFFER REQUIRED
        MUL     FOUR40
        LLSD    23
        SKL     OVERFLW         SKIP IF REQUIRED BUFFER FITS IN CORE.
        BRM     TROUBLE
        STA     WORDS,1
        ADD     ORIGIN
        LDB     X2BIT
        COPY    (5,4,4)          MERGE A INTO B
        STB     BUILD,1
        LDA     WORDS,1
        EXU     $+1,1           EXECUTE PROPER SCOPE LISTING FOR RAD
        BRU     $+2             DATA TRANSFER, PUTTING CORE ON THE RAD
        BRU     $+32            BRING IN THE USER PROG,PAGE, RESTORE CORE.
        BRM     R\IOPS          REWIND TO
        PZE     1                   THE BEGINNING OF
        OPEDT   0,032,EDTSIP            SAVE ED DATA ON RAD
```

```
LDA     FDTS1R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BITO            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS                  READ
PZE     1             SAVE LISTING
OPFDT   0,040,FDTS1W    FROM CORE ONTO THE RAD
LDA     FDTS1W          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BITO            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS              WRITE
PZE     1             END OF FILE MARK ON RAD
OPFDT   0,031,FDTS1R          AT END OF TRANSMISSION.
LDA     FDTS1R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BITO            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS          REWIND TO
PZE     1                   THE BEGINNING OF
OPFDT   0,032,FDTP1R         USER PROGRAM ON THE RAD.
LDA     FDTP1R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BITO            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS                WRITE
PZE     1                   PROGRAM LISTING
OPFDT   0,00,FDTP1C       INTO CORE FROM THE RAD.
LDA     FDTP1C          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BITO            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRU     $+31
BRM     R\IOPS          REWIND TO
PZE     1                   THE BEGINNING OF
OPFDT   0,032,FDTS2R          SAVED DATA ON THE RAD
LDA     FDTS2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BITO            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS                  READ
PZE     1             SAVE LISTING
OPFDT   0,040,FDTS2W    FROM CORE ONTO THE RAD
LDA     FDTS2W          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BITO            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS              WRITE
PZE     1             END OF FILE MARK ON RAD
OPFDT   0,031,FDTS2R          AT END OF TRANSMISSION.
LDA     FDTS2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BITO            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS          REWIND TO
PZE     1                   THE BEGINNING OF
```

```
OPFDT   0,032,FDTP2R          USER PROGRAM ON THE RAD.
LDA     FDTP2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS                WRITE
PZE     1                   PROGRAM LISTING
OPFDT   0,00,FDTP2C         INTO CORE FROM THE RAD.
LDA     FDTP2C          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
DIR
SKN     BUGGY,1         SKIP IF DEBUGS IS CALLING DRUM
BRU     $+8
LDA     ENDING,1          CALCULATE  PAGE ADDRESS FOR I/O OPS.
ADD     ONE
MUL     FOUR40
ADD     ORIGIN
LDB     X2BIT
COPY    (5,4,4)         MERGE A INTO B
STB     BUILD,1
LDX     =0177110,2
SKN     READ,1          SKIP IF DRUMRD CALLED
BRU     $+2
BRU     $+5
LDA     *DINFO,1
STA     *BUILD,1
BRX     $-2,2
BRU     $+4
LDA     *BUILD,1
STA     *DINFO,1
BRX     $-2,2
EXU     $+1,1
BRU     $+35
SKN     READ,1           SKIP IF DRUMRD WAS CALLED
BRU     $+2
BRU     $+10
BRM     R\IOPS          REWIND TO
PZE     1                   THE BEGINNING OF
OPFDT   0,032,FDTP2R         USER PROGRAM ON THE RAD.
LDA     FDTP2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS                READ
PZE     1                   PROGRAM LISTING
OPFDT   0,040,FDTP2C          FROM CORE INTO THE RAD LISTING OF U.
LDA     FDTP2C          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
```

```
BRM     R\IOPS              WRITE
DZE     1                 END OF FILE MARK ON RAD
OPFDT   0,031,FDTP2R        AT END OF TRANSMISSION.
LDA     FDTP2R            LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0              SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     *-2
BRM     R\IOPS            REWIND TO
DZE     1                     THE BEGINNING OF
OPFDT   0,032,FDTS2R              SAVED DATA ON THE RAD
LDA     FDTS2R            LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0              SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     *-2
BRM     R\IOPS                  WRITE
DZE     1                   SAVE LISTING
OPFDT   0,00,FDTS2W           FROM RAD IN CORE.
LDA     FDTS2W            LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0              SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     *-2
BRU     *+34
SKN     READ,1              SKIP IF DRUMRD WAS CALLED
BRU     *+2
BRU     *+19
BRM     R\IOPS            REWIND TO
DZE     1                     THE BEGINNING OF
OPFDT   0,032,FDTP1R          USER PROGRAM ON THE RAD.
LDA     FDTP1R            LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0              SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     *-2
BRM     R\IOPS                  READ
DZE     1                   PROGRAM LISTING
OPFDT   0,040,FDTP1C          FROM CORE INTO THE RAD LISTING OF U.
LDA     FDTP1C            LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0              SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     *-2
BRM     R\IOPS              WRITE
DZE     1                 END OF FILE MARK ON RAD
OPFDT   0,031,FDTP1R        AT END OF TRANSMISSION.
LDA     FDTP1R            LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0              SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     *-2
BRM     R\IOPS            REWIND TO
DZE     1                     THE BEGINNING OF
OPFDT   0,032,FDTS1R              SAVED DATA ON THE RAD
LDA     FDTS1R            LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0              SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     *-2
BRM     R\IOPS                  WRITE
DZE     1                   SAVE LISTING
```

```
         OPFDT   0,00,FDTS1W          FROM BAD IN CORE.
         LDA     FDTS1W          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
         SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
         BRU     $-2
         SKN     READ,1
         BRR     DRUMST
         MPT     READ,1
         BRR     DRUMRD
OPFDT    FORM    3,6,15
FDTS1R   DATA    0,0,0,0,0,DES1,0
FDTS2R   DATA    0,0,0,0,0,DES2,0
FDTSW    DATA    FDTS1W+2,FDTS2W+2
FDTS1W   DATA    0,016000,07777,042600,0,DES1,0
FDTS2W   DATA    0,016000,07777,042600,0,DES2,0
FDTP1R   DATA    0,0,0,0,0,DEP1,0
FDTP2R   DATA    0,0,0,0,0,DEP2,0
FDTPC    DATA    FDTP1C+2,FDTP2C+2
FDTP1C   DATA    0,016000,07777,042600,0,DEP1,0
FDTP2C   DATA    0,016000,07777,042600,0,DEP2,0
DINFO    PZE     INFO1P,2
         PZE     INFO2P,2
READ     DATA    1,1
WORDS    DATA    0,0
BUILD    DATA    0,0
ORIGIN   DATA    016000
OVERFLW  DATA    042000
FOUR40   DATA    440
MINUS1   DATA    -1
ONE      DATA    01
BIT0     DATA    040000000
X2BIT    DATA    020000000
TROUBLE  PZE     0
         END
*****************************************************************************
*                                                                           *
*                              SPACST                                       *
*                                                                           *
*      SPACE STORER FOR DISPLAY LIST, POINTER EXTERNALLY SPECIFIED X2       *
*                                                                           *
*****************************************************************************
$SPACST  PZE     0
         STB     STCB,1
         COPY    (3,4)
         STB     X3,1
         LDX     =017777,3
         LDB     =040404040
         STB     *MSG1,1
         BRX     $+1,2
```

```
        BRX     $-2,3
        LDB     X3,1
        COPY    (4,3)
        LDB     STOB,1
        BRR     SPACST
X3      DATA    0,0
STOB    DATA    0,0
MSG1    PZE     STAR1,2
        PZE     STAR2,2
        END
*****************************************************************************
*                                                                           *
*       STEP BRINGS IN A USERS PROGRAM FROM THE RAD  IN OCTAL FORM,         *
*       AND DISPLAYS THE X REGISTERS, AND THE A, B, P, AND FLAG             *
*       REGISTERS CONCURRENT WITH THE PRESENT INSTRUCTION TO BE             *
*       EXECUTED ON THE USERS OPTION. THIS INSTRUCTION MAY BE SKIPPED       *
*       AND THE P REGISTER INCREMENTED. ANY DISPLAYED REGISTER MAY BE       *
*       ALTERED WITH A LIGHT PEN STRIKE (EXCEPT THE P AND FLAG)             *
*       AND SUBSEQUENT KEY BOARD INPUT.                                     *
*                                                                           *
*****************************************************************************
$STEPBY PZE     0
        STX     QUIKX1,1
        STA     QUIKA
        LDX     =0100001,1
        LDA     STEPBY          SETUP FOR AND
        MRG     =010000000
        STA     STEPBY          BRING IN THE
        LDA     *STEPBY         CALLERS SPECIFIED DISPLAY  NUMBER.
        RCH     037601          CLEAR BITS 0-20 INCLUSIVE
        STA     ARGNUM             INPUT NUMBER OF ARGUMENTS
        BRX     $+1,1            INCREMENT ARG POINTER
        LDA     *STEPBY          INPUT DISPLAY NUMBER
        RCH     037601          CLEAR BITS 0-20 INCLUSUVE
        SUB     ONE             USE ENTERING ARG. TO INDEX OPS FOR
        COPY    (5,1)           MORE THAN ONE PROGRAM USER (BOTH SCOPES)
        LDA     QUIKX1
        STA     X1,1
        RCH     034001          SAVE ADDRESS PORTION
        STA     RX1,1
        LDA     QUIKA
        STA     A,1
        COPY    (2,5)
        STA     X2,1
        RCH     034001          SAVE ADDRESS PORTION
        STA     RX2,1
        COPY    (3,5)
        STA     X3,1
```

```
RCH       C34001
STA       RX3,1
STB       B,1
LDA       ARGNUM            NUMBER OF ARGUMENTS
SUB       ONE                NUMBER OF UNREAD ARGUMENTS
STA       TEMPARG,1                 SAVE
SKU       ZERO              SKIP IF MORE ARGUMENTS TI BE READ
BRU       $+20
COPY      (0,5)              CLEAR A
SUB       TEMPARG,1           SET UP X2 REGISTER ARG.
RCH       034001                STORE AND READ POINTERS
MRG       =0100000
COPY      (5,2)
STA       TEMPOX2,1            SAVE ARG  X2 CONTROLLER
LDX       =0100002,3
LDA       STEPBY
MRG       =020000000          SET UP FOR READING THE VARIABLE ADDRESSES
STA       STEPBY
BRX       $+1,3
LDA       *STEPBY             BRING IN THE ARGUMENTS
STA       *ARGADS,1
BRX       $-4,2
LDA       TEMPOX2,1                ARG. POINTER
COPY      (5,2)
LDA       *ARGADS,1             BRING IN THE CONTENTS ON THE ADDRESS
STA       *ARGS,1           ARGS AND SAVE THEM
BRX       $-2,2
LDA       STEPBY
RCH       034001            SAVE ADDRESS PORTION
STA       *EOTPC,1
MPO       ARGNUM
ADD       ARGNUM            SET UP STARTING ADDRESS FOR STEPPING
STA       LOC,1             EXECUTABLE INSTRUCTION AND SAVE.
LDA       =07777              MAX PROGRAM SIZE.
STA       *EOTPN,1
COPY      (0,5)             CLEAR FLAG STORAGE  AREA.
STA       FLAGWRD,1
STA       FLAG,1
LDA       ONE
STA       FIRSPAS,1         RESET PROGRAM  INITALIZATION FLAGS.
LDA       MINUS1
STA       1SHOT,1
BRM       KEYD               INITALIZE AND START UP SCOPE.
EXU       $+1,1            SAVE UNEXECUTED PROGRAM FOR LATER STEP BY
BRU       $+20             STEP-BY-STEP EXECUTION AT SCOPE CONSOLE.
BRM       R\IOPS
PZE       1
OFFDT     0,032,EOTP2P
```

```
         LDA     FDTP2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
         SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
         BRU     $-2
         BRM     R\IOPS
         DZE     1
         OPFDT   0,040,FDTP2C
         LDA     FDTP2C          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
         SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
         BRU     $-2
         BRM     R\IOPS
         DZE     1
         OPFDT   0,031,FDTP2R
         LDA     FDTP2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
         SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
         BRU     $-2
         BRU     $+19
         BRM     R\IOPS
         DZE     1
         OPFDT   0,032,FDTP1R
         LDA     FDTP1R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
         SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
         BRU     $-2
         BRM     R\IOPS
         DZE     1
         OPFDT   0,040,FDTP1C
         LDA     FDTP1C          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
         SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
         BRU     $-2
         BRM     R\IOPS
         DZE     1
         OPFDT   0,031,FDTP1R
         LDA     FDTP1R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
         SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
         BRU     $-2
         BRR     STEPBY
*        INTERRUPT SERVICER  FOR EACH STEP                              *
$STEP1   NOP
         LDA     MINUS1            SET HIGHER INTERRUPT PRIORITY FLAG.
         STA     SECOND,1
$STEP2   BRU     $+8
$BACKUP1 LDA     LOC,1             REDUCE THE INSTRUCTION POINTER BY ONE.
         SUB     ONE
         STA     LOC,1
         BRU     $+2
$NOEXU   MPO     LOC,1             INCREMENT THE INSTRUCTION POINTER
         LDA     ONE               AND DISPLAY THE NEXT INSTRUCTION.
         STA     FIRSPAS,1
         SKN     1SHOT,1           SKIP IF THIS PROGRAM WAS ACTIVATED
```

```
BRU     DEPART          FROM CALLERS PROGRAM, O.W. EXIT.
SKN     PENCOR,1        SKIP IF WERE ANY CHANGES TO THE DISPLAY
BRU     $+2             OF THE NEXT INSTRUCTION OR REGISTERS.
BRM     BRINGIN
EXU     $+1,1           SAVE PROGRAM AREA AND WRITE UNEXECUTED
BRU     $+32              PROGRAM IN FOR 1-STEP EXECUTION.
BRM     R\IOPS
PZE     1
OPFDT   0,032,FDTS2R
LDA     FDTS2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS
PZE     1
OPFDT   0,040,FDTS2W
LDA     FDTS2W          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS
PZE     1
OPFDT   0,031,FDTS2R
LDA     FDTS2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS
PZE     1
OPFDT   0,032,FDTP2R
LDA     FDTP2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS
PZE     1
OPFDT   0,00,FDTP2C
LDA     FDTP2C          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRU     $+31
BRM     R\IOPS
PZE     1
OPFDT   0,032,FDTS1R
LDA     FDTS1R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
BRU     $-2
BRM     R\IOPS
PZE     1
OPFDT   0,040,FDTS1W
LDA     FDTS1W          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
```

```
          BRU     $-2
          BRM     R\IOPS
          DZE     1
          OPEDT   0,031,EDTS1R
          LDA     EDTS1R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
          SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
          BRU     $-2
          BRM     R\IOPS
          DZE     1
          OPEDT   0,032,EDTP1R
          LDA     EDTP1R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
          SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
          BRU     $-2
          BRM     R\IOPS
          DZE     1
          OPEDT   0,00,EDTP1C
          LDA     EDTP1C          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
          SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
          BRU     $-2
          DIR
          SKN     FIRSPAS,1        SKIP IF THIS IS NOT THE FIRST PASS THRU.
          BRU     PRESENT
          SKN     NEWINST,1        SKIP IF INSTRUCTION REGISTER (DISPLAY)
          BRU     $+3              WAS CHANGED BY LIGHT PEN STRIKE.
RESTRT    LDA     *LOC,1           CHECK FOR AN INSTRUCTION TYPE THAT
          STA     INSTR,1
          LDB     =07700000        ALTERS THE P REGISTER.
          SKM     HLT             SKIP IF THE INSTRUCTION IS A HALT.
          BRU     $+3
          MPO     LOC,1               PROCESS HALT.
          BRU     PRESENT
          SKM     EXU              SKIP IF EXECUTE (EXU)
          BRU     $+12
EXUDO     BRM     ADRCALC             CALCULATE THE EFFECTIVE ADDRESS.
          SKN     EXUFLG,1        SKIP IF MULTIPLE-LEVEL EXUS.
          BRU     $+2
          BRU     $+5
          LDA     MINUS1
          STA     EXUFLG,1         SET MULTIPLE-EXU FLAG.
          LDA     INSTR,1
          STA     TEMPLOC,1        SAVE PRESENT ADDRESS FOR RETURN AFTER EX
          LDA     EFCADR,1         BRING IN THE EFFECTIVE ADDRESS OF
          STA     INSTR,1          THE EXU AND PROCESS IT.
          BRU     RESTRT+2
          SKM     BRU              SKIP IF INSTRUCTION IS A BRU.
          BRU     $+4
          BRM     ADRCALC         PROCESS THE BRU. CALCULATE EFFECTIVW
          BRM     TRYEXU           ADDRESS AND TRY TO EXECUTE IT.
```

```
                BRU     EXUINST
                SKM     BRXC            SKIP IF INST. IS A BRX OR BRC.
                BRU     $+15
                SKA     INDEX           SKIP IF IS A BRC
                BRU     $+10
                SKA     BIT0            SKIP IF NOT INDIRECT ADDRESSED.
                BRU     $+4
                RCH     034001            CLEAR BITS 0-8 INCLUSIVE.
                STA     EFCADR,1        RESULT IS EFFECTIVE ADDRESS STORE IT.
                BRU     GETSET
                RCH     034001            CLEAR BITS 0-8 INCLUSIVE
                STA     TLCC,1
                LDA     *TLCC,1
                BRU     $-8
                LDA     MINUS1
                STA     BRXFLG,1
                BRU     $-11
                SKM     BRM             SKIP IF INSTR. IS A BRM.
                BRU     $+5
BRMDD           BRM     ADRCALC
                MPO     EFCADR,1
                BRM     TRYEXU
                BRU     EXUINST
                SKM     BRR             SKIP IF INSTR. IS A BRR.
                BRU     $+8
                BRM     ADRCALC         PROCESS IT)
                LDA     *EFCADR,1
                ADD     ONE
                RCH     034001            CLEAR BITS 0-8 INCLUSIVE.
                STA     EFCADR,1
                BRM     TRYEXU
                BRU     EXUINST
                SKM     BMA             SKIP IF INSTR. IS A BMA.
                BRU     $+2
                BRU     BRMDD
EXUINST ESTR    07700
                NOP                       CLEAR ALL FLAGS
                SKN     EXUFLG,1        SKIP IF AN EXU INSTRUCTION.
                BRU     $+4
                LDA     TEMPLOC,1       RESTORE EXU INSTRUCTION ADDRESS TO
                STA     INSTR,1           INSTRUCTION TO BE EXECUTED POINTER.
                MRT     EXUFLG,1        RESET EXU FLAG.
                LDA     =$+3
                LDB     ADDR
                STS     FLAGWRD,1           PUT RETURN ADDRESS IN FLAGWRD
                BRR     FLAGWRD,1         BRING IN STEP-BY-STEP PROG. FLAGS.
                LDB     B,1             SET UP REGISTERS WITH STEP-BY-STEP
                LDA     X3,1              PROGRAMS VALUES FOR EXECUTIONZ.
```

```
          COPY    (5,3)
          LDA     X2,1
          COPY    (5,2)
          EXU     $+1,1           PROCEED TO RESPECTIVE EXECUTION PROGRAM
          BRU     $+9             AND EXECUTE THE NEXT INSTRUCTION.
          COPY    (1,5)
          STA     DISPNO2
          LDA     X1,1
          COPY    (5,1)
          LDA     A+1
          EXU     INSTR+1
          BRU     NOSKIP2         EXECUTION RESULTED IN NO SKIP , PROCESS
          BRU     SKIP2           EXECUTION RESULTED IN A SKIP, PROCESS IT.
          LDA     MINUS1
          SKU     PCNG,1          SKIP IF  NO P REGISTER CHANGES.
          STA     DISFLG,1
          COPY    (1,5)
          STA     DISPNO1         DISPLAY NUMBER 1 EXECUTION ROUTINE.
          LDA     X1,1
          COPY    (5,1)
          LDA     A
          EXU     INSTR
          BRU     NOSKIP1
          XMX     DISPNO1,1       RESTORE X1
          MPT     LOC,1           ADD 2 TO THE LOCATION POINTER TO REFLECT
          BRU     $+3             THE SKIP ON EXECUTION.
NOSKIP1   XMX     DISPNO1,1       RESTORE X1
          MPO     LOC,1           ADD 1 TO THE INSTRUCTION POINTER TO REFLECT
          STA     A,1             NO SKIP ON EXECUTION.
          LDA     DISPNO1
          BRU     $+14
NOSKIP2   XMX     DISPNO2,1       RESTORE X1
          MPO     LOC,1
          BRU     $+3
SKIP2     XMX     DISPNO2,1
          MPT     LOC,1
          STA     A,1
          LDA     DISPNO2
          SKN     PCNG,1
          BRU     $+5
          MPT     DISFLG,1
          SKN     BRXFLG,1
          BRU     $+2
          MPT     BRXFLG,1
SAVNEW    STA     X1,1
          STB     B,1             SAVE PROGRAM REGISTERS.
          COPY    (2,5)
          STA     X2,1
```

```
         COPY    (3,5)
         STA     X3,1
         LDA     TEMPOX2,1          BRING IN NEW
         COPY    (5,2)                CONTENTS OF
         LDA     *IARGADS,1          OF THE SPECIFIED
         STA     *ARGS,1                TRACE VARIABLES
         BRX     $-2,2
         BRM     $+1                PUT FLAG REGISTER IN BITS 0-8 INCLUSIVE
         PZE     0
         LDA     $-1                 SAVE THE CONTENTS OF THE FLAG REGISTER IN
         STA     FLAGWRD,1          IN FLAGWORD.
         FSTR     07700            CLEAR THE FLAG REGISTER
         NOP
         SKN     PCNG,1              SKIP IF EFFECTIVE ADDRESS WAS CHANGED.
         BRU     PRESENT
         MPT     PCNG,1             RESET EFFECTIVE ADDRESS ALTERED FLAG.
         LDA     AFTAXU
         RCH     034001              SAVE NEXT INSTRUCTION ADDRESS IN LOC
         STA     LOC,1                FOR NEXT EXECUTION.
         LDA     CONEFC,1            PUT THE UNALTERED CONTENTS OF THE
         STA     *EFCADR,1           EFFECTIVE ADDRESS BACK.
         SKN     TRACK,1              SKIP IF SEVERAL ADDRESSES WERE AFFECTD
         BRU     $+10
IGNORE   MPT     TRACK,1            RESET FLAG FOR ALTERED ADDRESSES RESTORED
         LDA     SVX3,1              SET UP X3 REGISTER FOR
         RCH     034007              CONTROLLING NUMBER OF
         COPY    (5,3)                ALTERED ADDRESS TO BE RESTORED.
         LDA     MINUS1               (LIMIT IS FIVE)
         ADM     EFCADR,1            DECREMENT EFCADR BY 1.
         LDA     *SVEFCA,1           RESTORE ORIGIONAL CONTENSS TO THE
         STA     *EFCADR,1            ALTERED ADDRESS.
         BRX     $-4,3
         LDA     CAD0,1               CHECK FOR POSSIBLE ERRORS DUE TO
         SKE     EFCADR,1            FIVE OR MORE LEVELS OF INDIRECT ADDRESSS
         BRU     DEFERRR
         BRU     PRESENT
ADRCALC  PZE     0
         LDX     =0100000,3
         LDX     =0177766,2
         COPY    (0,5)
         STA     *INTAD,1
         BRX     $+1,3              RESET TO  TEMP STORAGE LOCATIONS.
         BRX     $-2,2
         LDX     =0100000,3          RESET POINTERS AND ITERATION CONTROLS.
         LDA     FIVE
         STA     RUNCOU,1
         COPY    (0,5)
         STA     PART,1
```

```
        LDA     INSTR,1         CALCULATE THE EFFECTIVE ADDRESS.
        SKA     INDEX           SKIP IF NO INDEXING USED.
        BRU     $+2
        BRU     $+19
        SKR     RUNCOU,1        SKIP IF MORE THAN 5 LEVELS OF INDIRECT
        BRU     $+2             ADDRESSING ARE USED.
        BRM     TRCUR
        LRSA    21              PUT INDEX VALUE IN X2 FOR POINYER CONTROL
        ETR     =03
        SUB     ONE
        COPY    (5,2)
        LDA     INSTR,1
        COPY    (5,4)
        SKN     RUNCOU,1            SKIP IF MORE THAN 5 LEVELS OF INDERCT
        BRX     $+1,3
        RCH     034001
        ADD     *X,2
        RCH     034003          INDEX AND INDIRECT BITS INTO A FROM B.
        LDB     ADDR            MASK IN B
        SKN     RUNCOU,1        SKIP IF MORE THAN FIVE LEVELSOF INDIRECT
        STS     *INTAD,1        SAVE ADDRESS TO CHECK LATER FOR ALTERTING
        STS     PART,1          SAVE  FOR INDEX CHECKING.
        SKA     BIT0            SKIP IF NO INDIRECT ADDRESSING USED.
        BRU     $+2
        BRU     $+7
        SKN     RUNCOU,1            SKIP IF 5 LEVELS ON INDIRECT ADDRESSING
        BRX     $+1,3           INCREMANT INDERECT ADDRESS POINTER SAVER
        LDA     *PART,1
        STS     *INTAD,1
        BRU     $-28            INDIRECT, SO CHECK AGAIN FOR INDEXING.
        RCH     034001          CLEAR BITS 0-8 INCLUSIVE.
        STA     EFCADR,1        STORE CALCULATED EFFECTIVE ADDRESS.
        STA     CADR,1          SAVE CALCULATED EFFECTIVE ADDRESS FOR
        LDA     RUNCOU,1        LATER CHECKING.  RESET TTTTTTTTTTTTTTTTTT
        SKE     FIVE            SKIP IF NO NO INDEXING OR INDIRECTING.
        BRU     $+3
        LDA     MINUS1
        STA     NOMOD,1
        BRR     ADRCALC
TRYEXU  BZE     0
        SKN     NOMOD,1         SKIP IF NO INDEXING OR INDIRECTING.
        BRU     $+3
        MPT     NOMOD,1         RESET NO INDEXING, INDIRECTING FLAG.
        BRU     GETSET
        LDX     =0177766,2
        LDX     =0100000,3
        LDA     EFCADR,1        CHECK TO SEE IF THE EFFECTIVE ADDRESS IS
        SKE     *INTAD,1         USED TO CALCULATE THE EFFECTIVE ADDRESS
```

```
         BRX     $+2,3          BY THE PROGRAM, IF YES THEN PUT THE
         BRU     $+3            RETURN BRANCH IN THE NEXT UN-EFFECTIVE
         BRX     $-3,2          ADDRESS(NOPS IN AFFECTED ADDRESSES.
         BRU     $+16
         SKP     FOUR,1
         BRU     $+2
         BRU     POSSIBL
         MPO     SVX3,1
         LDA     SVX3,1
         COPY      (5,3)
         LDA     *EFCADR,1        SAVE CONTENTS OF EFFECTIVE ADDRESS.
         STA     *SVEFCA,1
         RCH     014001
         MRG     NOP
         STA     *EFCADR,1
         MPO     EFCADR,1
         LDA     MINUS1
         STA     TRACK,1
         BRU     $-21
GETSET   LDA     *EFCADR,1        SAVE CONTENTS OF THE FINAL EFFECTIVE
         STA     CONEFC,1       ADDRESS ANDTHEN STORE A RETURN TO THE
         LDA     BRNTOP         STEP-BY-STEP PROGRAM
         STA     *EFCADR,1        IN THE EFFECTIVE ADDRESS.
         LDA     MINUS1
         STA     PCNG,1           SET CHANGED EFFECTIVE ADDRESS CONTENTS
         LDA     =10              FLAG.   RESET CONTENTS POINTER.
         STA     FCLR,1
         SKN     BRXFLG,1
         BRR     TRYEXU
         BRU     EXUINST
AFTAXU   PZE     0
         SKN     DISFLG         SKIP IF PROCASSING FROM DISLLAY 1.
         BRU     $+6
         MPT     DISFLG           RESET DISPLAY 1 FLAG
         XMX     DISPNO1,1          RESTORE X1  FOR DISPLAY 1.
         STA     A,1
         LDA     DISPNO1
         BRU     SAVNEW                 RETURN TO NORMAL FINISH PROCESSOR
         XMX     DISPNO2,1      PROCESS DISPLAY 2 AFTER EXECUTION.
         STA     A,1
         LDA     DISPNO2
         BRU     SAVNEW           RETURN TO NORMAL FINISH
PRESENT  LDA       *LOC,1
         STA     INSTR,1
         EXU     $+1,1          RESTORE CORE TO PRE-INTERRUPTED STATE.
         BRU     $+32
         BRM     R\IOPS
         DZE     1
```

```
          OPFDT   0,032,FDTP2R
          LDA     FDTP2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
          SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
          BRU     $-2
          BRM     R\IOPS
          DZE     1
          OPFDT   0,040,FDTP2C
          LDA     FDTP2C          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
          SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
          BRU     $-2
          BRM     R\IOPS
          DZE     1
          OPFDT   0,031,FDTP2R
          LDA     FDTP2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
          SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
          BRU     $-2
          BRM     R\IOPS
          DZE     1
          OPFDT   0,032,FDTS2R
          LDA     FDTS2R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
          SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
          BRU     $-2
          BRM     R\IOPS
          DZE     1
          OPFDT   0,00,FDTS2W
          LDA     FDTS2W          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
          SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
          BRU     $-2
BRU       $+31
          BRM     R\IOPS
          DZE     1
          OPFDT   0,032,FDTP1R
          LDA     FDTP1R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
          SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
          BRU     $-2
          BRM     R\IOPS
          DZE     1
          OPFDT   0,040,FDTP1C
          LDA     FDTP1C          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
          SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
          BRU     $-2
          BRM     R\IOPS
          DZE     1
          OPFDT   0,031,FDTP1R
          LDA     FDTP1R          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
          SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
          BRU     $-2
          BRM     R\IOPS
```

```
        PZE     1
        OPFDT   0,032,FDTSIR
        LDA     FDTSIR          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
        SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
        BRU     $-2
        BRM     R>IOPS
        PZE     1
        OPFDT   0,00,FDTSIW
        LDA     FDTSIW          LOAD A WITH FILE DESCRIPTION ACTIVITY WRD
        SKA     BIT0            SKIP IF FILE DESCRIPTION TABLE INACTIVE.
        BRU     $-2
SHOW    LDX     =0177772,2
        LDA     FLAGWRD,1           TRASSFORM THE FLAG REGISTER TO
        LLSA    2                A USEABLE FORM FOR DISPLAY
        LLSA    1
        SKA     BIT0            SKIP IF FLAG IS NOY LIT.
        BRU     $+2
        BRU     $+6
        LDB     MASK+6,2
        LDS     FLAGNUM+6,2
        STS     FLAG,1
        BRX     $-7,2
        BRU     $+4
        LDB     MASK+6,2
        LDS     ZERO
        BRU     $-5
        LDX     =0100005,2          SETUP TO CLEAR OLD
        LDX     =0177751,3          DISPLAY AND
        LDA     SPACST          GET READY FOR NEW.
        STA     SVSPAC
        BRM     SPACST
        COPY    (2,5)
        ADD     FIVE
        COPY    (5,2)
        BRX     $-4,3
        LDA     SVSPAC              CLEAR OLD DISPLAY.
        STA     SPACST
        LDA     DISTEP,1
        STA     *CHAINT,1       START UP STEP-BY STEP DISPLAY.
        LDA     TEMPOX2,1           BRING IN ARG POINTERS
        COPY    (5,2)
        LDX     =0177777,3
        BRX     $+1,3
        MPO     DARGS,1             SET UP POINTERS AND
        LDA     *DARGS,1            BRING IN THE
        STA     *SHARGS,1       CONTENTS OF THE
        SKR     NSCON,1             TRACE ARGUMENTS  AND
        BRU     $-5             TRANSLATE THEN TO ASC II CODE FOR DISPLAY
```

```
          LDA     ONE
          STA     NSCON,1
          BRX     $-9,2
          LDA     TEMPCX2,1
          COPY    (5,2)
          LDA     DIARGS-1
          STA     DARGS,1          RESTORE POINTER
          LDX     =0100001,3
          BRX     $+1,3
          LDB     *ARGS,1
          LDA     ONE
          STA     ARGTRA,1          SET TRANSLATING TRACE WRDS FLAG.
          BRU     TRANSER           GO TO TRANSLATION ROUTINE
TRAPET    STA     *SHARGS,1         STORE IN THE DISPLAY LIST.
          BRX     $+1,3
          SKR     NSCON,1
          BRU     $-4
          LDA     ONE
          STA     NSCON,1
          BRX     $-12,2
          LDA     MINUS1
          STA     ARGTRA,1
          LDX     =0177770,2
          LDX     =0100000,3
          LDA     SPACES
          STA     *PERMAD,1
          BRX     $+1,3
          LDA     PERMS+8,2         FILL DISLLAY WITH  CURRENT DATA
          STA     *PERMAD,1          FROM PROGRAM REGISTERS.
          LDB     *PERMDAT+8,2
          BRX     $+1,3
TRANSER   COPY    (0,5)              CLEAR A
          LLSD    03                TRANSLATE DATA INTO DISPLAY FORMAT.
          ADD     SIST              STORE IT IN THE DISPLAY LIST.
          STA     DIRT,1
          LDA     *DIRT,1
          LLSA    18
          STA     TEMPA,1
          COPY    (0,5)
          LLSD    03
          ADD     SIST
          STA     DIRT,1
          LDA     *DIRT,1
          LLSA    12
          MRG     TEMPA,1
          STA     TEMPA,1
          COPY    (0,5)
          LLSD    03
```

```
         ADD      SIST
         STA      DIRT,1
         LDA      *DIRT,1
         LLSA      06
         MRG      TEMPA,1
         STA      TEMPA,1
         COPY     (0,5)
         LLSD     03
         ADD      SIST
         STA      DIRT,1
         LDA      *DIRT,1
         MRG      TEMPA,1
         SKN      ARGTRA,1          SKIP IF CONVERTING REGISTER ARGUMENTS
         BRU      TRARET
         STA      *PERMAD,1
         SKR      SECWRD,1
         BRU      $-34
         MPT      SECWRD,1          RESET SECOND WORD FLAG
         BRX      $+1,3
         LDA      SPACES
         STA      *PERMAD,1
         BRX      $-46,2
         LDA      MINUS1
         STA      FIRSPAS,1         RESET THE FIRST PASS FLAG
         STA      NEWINST,1
         BRU      DEPART
BRINGIN  BZE      0                 CONVERT CHANGES MADE ON THE SCOPE
         MPT      PENCOR,1           BACK FOR USE ON THE EXECUTION OF THE
         LDX      =0177770,2           STEP-BY-STEP PROGRAM.
NXT      LDX      =0100002,3
         LDB      *PERMAD,1
         BRX      $+1,3
         COPY     (0,5)
         LLSD      06
         ADD      FIST
         STA      DIRT,1
         LDA      *DIRT,1
         LLSA      21
         STA      TEMPA,1
         LLSD      06
         ADD      FIST
         STA      DIRT,1
         LDA      *DIRT,1
         LLSA     18
         MRG      TEMPA,1
         STA      TEMPA,1
         LLSD      06
         ADD      FIST
```

```
STA     DIRT,1
LDA     *DIRT,1
LLSA    15
MRG     TEMPA,1
STA     TEMPA,1
COPY    (0,5)
LLSD     06
ADD     FIST
STA     DIRT,1
LDA     *DIRT,1
LLSA    12
MRG     TEMPA,1
STA     TEMPA,1
LDB     *PERMAD,1
COPY    (0,5)
LLSD     06
ADD     FIST
STA     DIRT,1
LDA     *DIRT,1
LLSA    9
MRG     TEMPA,1
STA     TEMPA,1
COPY    (0,5)
LLSD     06
ADD     FIST
STA     DIRT,1
LDA     *DIRT,1
LLSA    6
MRG     TEMPA,1
STA     TEMPA,1
COPY    (0,5)
LLSD     06
ADD     FIST
STA     DIRT,1
LDA     *DIRT,1
LLSA    3
MRG     TEMPA,1
STA     TEMPA,1
COPY    (0,5)
LLSD    06
ADD     FIST
STA     DIRT,1
LDA     *DIRT,1
MRG     TEMPA,1
STA     *PERMDAT+8,2
BRX     NXT,2
LDA     ONE
STA     NEWINST,1
```

```
         BRR      BRINGIN
TROUB    PZE      0
         STA      TA,1              SAVE PREGRAM IN TEMPORARY LOCATIONS.
         COPY     (3,5)
         STA      TX3,1
         COPY     (2,5)
         STA      TX2,1
         LDX      =0177762,2              SET UP POINTERS AND  TRANSMITT THE
         LDX      =0100000,3        ERROR MESSAGE TO THE DASPLAY.
         LDA      MESG+14,2         -MORE THAN 5 LEVELS OF INDIRECT/INDEXING
         STA      *SB1,1            POSSIBLE ERROR. -
         BRX      $+1,3
         BRX      $-3,2
         LDA      TX3,1
         COPY     (5,3)
         LDA      TX2,1
         COPY     (2,5)
         LDA      TA,1
         BRR      TROUB
POSSIBL  LDX      =0177761,2        SET UP POINTERS AND TRANSMITT ERROR
         LDX      =0100000,3          MESSAGE.
         LDA      MSS+15,2            - NOT ABLE TC PROCESS EXCESSINDIRECT/
         STA      *SB2,1            INDEXING, STEP IGNORED-
         BRX      $+1,3
         BRX      $-3,2
         BRU      IGNORE
DEFERRR  LDX      =0177756,2          SET UP THE POINTERS AND TRANSMITT THE
         LDX      =0100000,3          ERROR MESSAGE.
         LDA      MESS+18,2           -THE PREVIOUS STEP HAS = 5 LEVELS OF
         STA      *SB3,1            INDIRECT/INDEXING, ERROR GENERATED.-
         BRX      $+1,3
         BRX      $-3,2
         BRU      PRESENT
SECOND   DATA     1,1
BRU      DATA     00100000
BRM      DATA     00300000
BRR      DATA     04100000
BMA      DATA     04300000
BRXC     DATA     05700000
EXL      DATA     02100000
HLT      DATA     0
NOP      DATA     01C00000
FLAGWRD  DATA     0,0
DISFLG   DATA     1,1
BRXFLG   DATA     1,1
EXLFLG   DATA     1,1
TEMPLOC  DATA     0,0
INDEX    DATA     03C000000
```

```
BITC    DATA    04C000000
X       PZE     RX1,1
        PZE     RX2,1
        PZE     RX3,1
PART    DATA    0,0
EFCADR  RES     2
INTAD   PZE     INTAD1,3
        PZE     INTAD2,3
INTAD1  DATA    0,C,0,0,0,0,0,0,0,0
INTAD2  DATA    0,C,0,0,0,0,0,0,0,0
RUNCOU  DATA    5,5
NOMOD   DATA    1,1
SVEFCA  PZE     EFAD1+1,3
        PZE     EFAD2+1,3
EFAD1   DATA    0,C,0,0,0,0,0,0,0,0
EFAD2   DATA    0,0,0,C,0,0,0,0,0,0
SVX3    DATA    -2,-2
CADR    RES     2
FOUR    DATA    10,10
TRACK   DATA    1,1
PCNG    DATA    1,1
BRMTOP  BRM     AFTAXU
OPFDT   FORM    1,8,15
FDTS1W  DATA    0,0,0,042600,0,DFS1,0
FDTS2W  DATA    0,0,0,042600,0,DFS2,0
FDTP1C  DATA    0,C,0,042600,0,DFP1,0
FDTP2C  DATA    0,0,0,042600,0,DFP2,0
FDTP1R  DATA    0,0,0,0,0,DFP1,0
FDTP2R  DATA    0,C,0,0,0,DFP2,0
FDTS2R  DATA    0,0,0,0,0,DFS2,0
FDTS1R  DATA    0,C,0,0,0,DFS1,0
ADDR    DATA    077777
FDTPC   DATA    FDTP1C+1,FDTP2C+1
FDTPN   DATA    FDTP1C+2,FDTP2C+2
QUIKX1  RES     1
QUIKA   RES     1
TA      RES     2
TX2     RES     2
TX3     RES     2
RX1     RES     2
RX2     RES     2
RX3     RES     2
A       RES     2
B       RES     2
X1      RES     2
X2      RES     2
X3      RES     2
LOC     RES     2
```

```
ARGNUM RES     1
TEMPCX2 RES    2
TEMPARG RES    2
ARGS   PZE     ARGD1+6,2
       PZE     ARGD2+6,2
ARGD1  RES     6
ARGD2  RES     6
ARGADS PZE     ARGADD1+6,2
       PZE     ARGADD2+6,2
ARGADD1 RES    6
ARGADD2 RES    6
IARGADS PZE    *ARGADD1+6,2
       PZE     *ARGADD2+6,2
DARGS  DATA    DIARGS-1,DIARGS-1
DIARGS  DATA   01220761,040754040,01220762,040754040,01220763,040754040,
               01220764,040754040,01220765,040754040,01220766,040754040
SHARGS PZE     *D1SHARG+6,2
       PZE     *D2SHARG+6,2
D1SHARG PZE    SBDAD12,3
       PZE     SBDAD13,3
       PZE     SBDAD14,3
       PZE     SBDAD15,3
       PZE     SBDAD16,3
       PZE     SBDAD17,3
D2SHARG PZE    SBBAD12,3
       PZE     SBBAD13,3
       PZE     SBBAD14,3
       PZE     SBBAD15,3
       PZE     SBBAD16,3
       PZE     SBBAD17,3
NSCON  DATA    1,1
ARGTRA DATA    -1,-1
PERMS  DATA    040204075,040114075,06140107,040024075,040014075,
               030614075,030624075,030634075
PERMDAT  PZE   LOC,1
       PZE     INSTR,1
       PZE     FLAG,1
       PZE     B,1
       PZE     A,1
       PZE     X1,1
       PZE     X2,1
       PZE     X3,1
PERMAD PZE     *PERMADD+8,2
       PZE     *PERRMAD+8,2
PERRMAD PZE    SBBAD1,3
       PZE     SBBAD2,3
       PZE     SBBAD3,3
       PZE     SBBAD4,3
```

```
          PZE     SBBAD5,3
          PZE     SBBAD6,3
          PZE     SBBAD7,3
          PZE     SBBAD8,3
PERMADD   PZE     SBDAD1,3
          PZE     SBDAD2,3
          PZE     SBDAD3,3
          PZE     SBDAD4,3
          PZE     SBDAD5,3
          PZE     SBDAD6,3
          PZE     SBDAD7,3
          PZE     SBDAD8,3
SB1       PZE     SBDAD9,3
          PZE     SBBAD9,3
SB2       PZE     SBDAD10,3
          PZE     SBBAD10,3
SB3       PZE     SBDAD11,3
          PZE     SBBAD11,3
MESG      DATA    015172205,040241011,016406540,014052605,014234017,
                  06401116,04112205,03245711,016040530,011160740,
                  020172323,011021405,040052222,017225640
MSS       DATA    016172440,01021405,040241740,020221703,
                  05232340,05300305,023234011,016041122,
                  05032457,011160405,030111607,054402324,05204011,
                  07161722,05045640
MESS      DATA    024100540,047220526,011172523,040232405,020401001,
                  023407640,065401405,026051423,040170640,011160411,
                  022050324,057111604,05301115,07544005,022221722,
                  040070516,05220124,05045640
SIST      DATA    STLIST
TEMPA     DATA    0,0
DIRT      RES     2
TLOC      RES     2
NEWINST   DATA    -1,-1
SECWRD    DATA    1,1
SPACES    CHAR    32,32,32,32
CHAR      ECRM    6,6,6,6
FIST      DATA    LIST
DISTER    CWEM    0,2,STAR1
          CWEM    0,2,STAR2
CWEM      ECRM    1,8,15
CHAINIT   DATA    NUMMER1,NUMMER2
CSTEPBY   DATA    0,0
INSTR     DATA    0,0
FLAG      DATA    0,0
FLAGNUM   DATA    0100000,020000,03000,0400,050,6
MASK      DATA    07C0000,070000,07000,0700,070,7
ZERO      DATA    0
```

```
MINUS1 DATA     -1
ONE    DATA     1
FIVE   DATA     5
DISPNO1 RES     1
DISPNO2 RES     1
CONFFC RES      2
       END
*****************************************************************************
*                                                                           *
*                 FLASH1   AND   FLASH2                                     *
*                                                                           *
*       FLASH RESTARTS THE DISPLAY WHEN THE END OF THE ACTIVE LIST IS       *
*       REACHED, ALLOWING REFRESH AT SLIGHTLY LESS THAN THE MAX. RATE       *
*                                                                           *
*****************************************************************************
$FLASH1 PZE     0
        FIRS     07601              SET DISPLAY 1 FLAG (FLAG 6)
        XMX     SVX1D1,1              INDEX 1 IS DISPLAY POINTER
        BRU     $+4
$FLASH2 PZE     0
        XMX     SVX1D2,1
        FIRS     07700               SET DISPLAY 2 FLAG (ALL FLAGS RESET)
        EXU     EOMPOT,1
        POT     *PCTWRD,1
        FSTR    0101
        BRU     $+3
        XMX     SVX1D2,1
        BRC     *FLASH2
        XMX     SVX1D1,1
        BRC     *FLASH1
SVX1D1 DATA     0
SVX1D2 DATA     1
       END
*****************************************************************************
*                                                                           *
*                                                                           *
*                        STAR1   AND   STAR2                                *
*                                                                           *
*                                                                           *
*****************************************************************************
$INFO1 RES      0670
$INFO1P RES     010
$INFO2 RES      0670
$INFO2P RES     010
*                                                                           *
**********        DISPLAY DATA LISTING        ************                  *
*                                                                           *
$STAR1 CWFM     0,2,$+1
```

```
         DATA    0
         CORD    88,0,1782,0
         CWFM     1,21,$+1
         MWFM    0,2,0,8
         RES     3
$SBDAD1  RES     9
$SBDAD2  RES     8
         CWFM    0,2,$+1
         DATA    0
         CORD    88,0,1738,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     3
$SBDAD3  RES     9
$SBDAD4  RES     8
         CWFM    0,2,$+1
         DATA    0
         CORD    88,0,1694,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     3
$SBDAD5  RES     9
$SBDAD6  RES     8
         CWFM    0,2,$+1
         DATA    0
         CORD    88,0,1650,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     12
$SBDAD7  RES     8
         CWFM    0,2,$+1
         DATA    0
         CORD    88,0,1606,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     12
$SBDAD8  RES     8
         CWFM    0,2,$+1
         DATA    0
         CORD    88,0,1562,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     1
$SBDAD9  RES     19
         CWFM    0,2,$+1
         DATA    0
         CORD    88,0,1518,0
         CWFM    0,21,$+1
```

```
          MWFM    0,2,0,8
          RES     1
$SBDAD10  RES     19
          CWFM    0,2,$+1
          DATA    0
          CORD    88,0,1474,0
          CWFM    0,21,$+1
          MWFM    0,2,0,8
          RES     1
$SBDAD11  RES     19
          CWFM    0,2,$+1
          DATA    0
          CORD    88,0,1430,0
          CWFM    0,21,$+1
          MWFM    0,2,0,8
          RES     2
$SBDAD12  RES     6
$SBDAD13  RES     12
          CWFM    0,2,$+1
          DATA    0
          CORD    88,0,1386,0
          CWFM    0,21,$+1
          MWFM    0,2,0,8
          RES     2
$SBDAD14  RES     6
$SBDAD15  RES     12
          CWFM    0,2,$+1
          DATA    0
          CORD    88,0,1342,0
          CWFM    0,21,$+1
          MWFM    0,2,0,8
          RES     2
$SBDAD16  RES     6
$SBDAD17  RES     12
          RES     20
          CWFM    0,2,$+1
          DATA    0
          CORD    88,0,1298,0
          CWFM    0,21,$+1
          MWFM    0,2,0,8
          RES     20
          CWFM    0,2,$+1
          DATA    0
          CORD    88,0,1254,0
          CWFM    0,21,$+1
          MWFM    0,2,0,8
          RES     20
          CWFM    0,2,$+1
```

```
DATA    0
CORD    88,0,1210,0
CWFM    0,21,$+1
MWFM    0,2,0,8
RES     20
CWFM    0,2,$+1
DATA    0
CORD    88,0,1166,0
CWFM    0,21,$+1
MWFM    0,2,0,8
RES     20
CWFM    0,2,$+1
DATA    0
CORD    88,0,1122,0
CWFM    0,21,$+1
MWFM    0,2,0,8
RES     20
CWFM    0,2,$+1
DATA    0
CORD    88,0,1078,0
CWFM    0,21,$+1
MWFM    0,2,0,8
RES     20
CWFM    0,2,$+1
DATA    0
CORD    88,0,1034,0
CWFM    0,21,$+1
MWFM    0,2,0,8
RES     20
CWFM    0,2,$+1
DATA    0
CORD    88,0,990,0
CWFM    0,21,$+1
MWFM    0,2,0,8
RES     20
CWFM    0,2,$+1
DATA    0
CORD    88,0,946,0
CWFM    0,21,$+1
MWFM    0,2,0,8
RES     20
CWFM    0,2,$+1
DATA    0
CORD    88,0,902,0
CWFM    0,21,$+1
MWFM    0,2,0,8
RES     20
CWFM    0,2,$+1
```

```
        DATA    0
        CORD    88,0,858,0
        CWFM    0,21,$+1
        MWFM    0,2,0,8
        RES     20
$STARIP CWFM    0,2,$+1
        DATA    0
        CORD    88,0,814,0
        CWFM    0,21,$+1
        MWFM    0,2,0,8
        RES     20
$NUMMER1 CWFM   0,2,NUMS
$NUMS   DATA    0
        CORD    88,0,422,0
        CWFM    0,22,$+1
        MWFM    0,2,0,4
        CHAR    060,32,32,32
        CHAR    32,32,32,32
        CHAR    32,32,061,32
        CHAR    32,32,32,32
        CHAR    32,32,32,32
        CHAR    062,32,32,32
        CHAR    32,32,32,32
        CHAR    32,32,063,32
        CHAR    32,32,32,32
        CHAR    32,32,32,32
        CHAR    064,32,32,32
        CHAR    32,32,32,32
        CHAR    32,32,065,32
        CHAR    32,32,32,32
        CHAR    32,32,32,32
        CHAR    066,32,32,32
        CHAR    32,32,32,32
        CHAR    32,32,067,32
        CHAR    32,32,32,32
        CHAR    32,32,32,32
        CHAR    070,32,32,32
        CWFM    0,2,$+1
        DATA    0
        CORD    88,0,378,0
        CWFM    0,22,$+1
        MWFM    0,2,0,4
        CHAR    061,062,063,064
        CHAR    065,066,067,070
        CHAR    071,060,061,062
        CHAR    063,064,065,066
        CHAR     067,070,071,060
        CHAR    061,062,063,064
```

```
         CHAR    065,066,067,070
         CHAR    071,060,061,062
         CHAR    063,064,065,066
         CHAR     067,070,071,060
         CHAR    061,062,063,064
         CHAR    065,066,067,070
         CHAR    071,060,061,062
         CHAR    063,064,065,066
         CHAR     067,070,071,060
         CHAR    061,062,063,064
         CHAR    065,066,067,070
         CHAR    071,060,061,062
         CHAR    063,064,065,066
         CHAR     067,070,071,060
         CHAR    061,062,063,064
         CWFM    0,11,GRID1
GRID1    MWFM    0,1,0,1
         CORD    80,0,1800,1
         CORD    80,0,360,0
         CORD    1850,0,360,0
         CORD    1850,0,1800,0
         CORD    208,0,1800,1
         CORD    208,0,360,0
         CORD    230,0,1800,1
         CORD    230,0,360,0
         CORD    1672,0,1800,1
         CORD    1672,0,360,0
         CWFM    0,15,$+1
         MWFM    0,1,0,1
         CORD    305,0,1800,1
         CORD    305,0,360,0
         CORD    525,0,1800,1
         CORD    525,0,360,0
         CORD    745,0,1800,1
         CORD    745,0,360,0
         CORD    965,0,1800,1
         CORD    965,0,360,0
         CORD    1185,0,1800,1
         CORD    1185,0,360,0
         CORD    1405,0,1800,1
         CORD    1405,0,360,0
         CORD    1625,0,1800,1
          CORD    1625,0,360,0
         CWFM    0,2,STAR1+1
$STAR2   CWFM    0,2,$+1
         DATA    0
         CORD    88,0,1782,0
         CWFM     1,21,$+1
```

```
         MWFM    0,2,0,8
         RES     3
$SBBAD1  RES     9
$SBBAD2  RES     8
         CWFM    0,2,$+1
         DATA    0
         CORD    88,0,1738,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     3
$SBBAD3  RES     9
$SBBAD4  RES     8
         CWFM    0,2,$+1
         DATA    0
         CORD    88,0,1694,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     3
$SBBAD5  RES     9
$SBBAD6  RES     8
         CWFM    0,2,$+1
         DATA    0
         CORD    88,0,1650,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     12
$SBBAD7  RES     8
         CWFM    0,2,$+1
         DATA    0
         CORD    88,0,1606,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     12
$SBBAD8  RES     8
         CWFM    0,2,$+1
         DATA    0
         CORD    88,0,1562,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     1
$SBBAD9  RES     19
         CWFM    0,2,$+1
         DATA    0
         CORD    88,0,1518,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     1
$SBBAD10 RES     19
```

```
         CWFM    0,2,$+1
         DATA    0
         CORG    88,0,1474,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     1
$SBBAD11 RES     10
         CWFM    0,2,$+1
         DATA    0
         CORG    88,0,1430,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     2
$SBBAD12 RES     6
$SBBAD13 RES     12
         CWFM    0,2,$+1
         DATA    0
         CORG    88,0,1386,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     2
$SBBAD14 RES     6
$SBBAD15 RES     12
         CWFM    0,2,$+1
         DATA    0
         CORG    88,0,1342,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     2
$SBBAD16 RES     6
$SBBAD17 RES     12
         CWFM    0,2,$+1
         DATA    0
         CORG    88,0,1298,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     20
         CWFM    0,2,$+1
         DATA    0
         CORG    88,0,1254,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     20
         CWFM    0,2,$+1
         DATA    0
         CORG    88,0,1210,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
```

```
RES     20
CWFM    0,2,$+1
DATA    0
CORD    88,0,1166,0
CWFM    0,21,$+1
MWFM    0,2,0,8
RES     20
CWFM    0,2,$+1
DATA    0
CORD    88,0,1122,0
CWFM    0,21,$+1
MWFM    0,2,0,8
RES     20
CWFM    0,2,$+1
DATA    0
CORD    88,0,1078,0
CWFM    0,21,$+1
MWFM    0,2,0,8
RES     20
CWFM    0,2,$+1
DATA    0
CORD    88,0,1034,0
CWFM    0,21,$+1
MWFM    0,2,0,8
RES     20
CWFM    0,2,$+1
DATA    0
CORD    88,0,990,0
CWFM    0,21,$+1
MWFM    0,2,0,8
RES     20
CWFM    0,2,$+1
DATA    0
CORD    88,0,946,0
CWFM    0,21,$+1
MWFM    0,2,0,8
RES     20
CWFM    0,2,$+1
DATA    0
CORD    88,0,902,0
CWFM    0,21,$+1
MWFM    0,2,0,8
RES     20
CWFM    0,2,$+1
DATA    0
CORD    88,0,858,0
CWFM    0,21,$+1
MWFM    0,2,0,8
```

```
         RES     20
$STAR2D  CWFM    0,2,$+1
         DATA    0
         CORD    88,0,814,0
         CWFM    0,21,$+1
         MWFM    0,2,0,8
         RES     20
$NUMMER2 CWFM    0,2,$+1
$SMLN    DATA    0
         CORD    88,0,422,0
         CWFM    0,22,$+1
         MWFM    0,2,0,4
         CHAR    060,32,32,32
         CHAR    32,32,32,32
         CHAR    32,32,061,32
         CHAR    32,32,32,32
         CHAR    32,32,32,32
         CHAR    062,32,32,32
         CHAR    32,32,32,32
         CHAR    32,32,063,32
         CHAR    32,32,32,32
         CHAR    32,32,32,32
         CHAR    064,32,32,32
         CHAR    32,32,32,32
         CHAR    32,32,065,32
         CHAR    32,32,32,32
         CHAR    32,32,32,32
         CHAR    066,32,32,32
         CHAR    32,32,32,32
         CHAR    32,32,067,32
         CHAR    32,32,32,32
         CHAR    32,32,32,32
         CHAR    070,32,32,32
         CWFM    0,2,$+1
         DATA    0
         CORD    88,0,378,0
         CWFM    0,22,$+1
         MWFM    0,2,0,4
         CHAR    061,062,063,064
         CHAR    065,066,067,070
         CHAR    071,060,061,062
         CHAR    063,064,065,066
         CHAR     067,070,071,060
         CHAR    061,062,063,064
         CHAR    065,066,067,070
         CHAR    071,060,061,062
         CHAR    063,064,065,066
         CHAR     067,070,071,060
```

```
         CHAR    061,062,063,064
         CHAR    065,066,067,070
         CHAR    071,060,061,062
         CHAR    063,064,065,066
         CHAR     067,070,071,060
         CHAR    061,062,063,064
         CHAR    065,066,067,070
         CHAR    071,060,061,062
         CHAR    063,064,065,066
         CHAR     067,070,071,060
         CHAR    061,062,063,064
         CWFM    0,11,GRID2
GRID2    MWFM    0,1,0,1
         CORD    80,0,1800,1
         CORD    80,0,360,0
         CORD    1850,0,360,0
         CORD    1850,0,1800,0
         CORD    208,0,1800,1
         CORD    208,0,360,0
         CORD    230,0,1800,1
         CORD    230,0,360,0
         CORD    1672,0,1800,1
         CORD    1672,0,360,0
         CWFM    0,15,$+1
         MWFM    0,1,0,1
         CORD    305,0,1800,1
         CORD    305,0,360,0
         CORD    525,0,1800,1
         CORD    525,0,360,0
         CORD    745,0,1800,1
         CORD    745,0,360,0
         CORD    965,0,1800,1
         CORD    965,0,360,0
         CORD    1185,0,1800,1
         CORD    1185,0,360,0
         CORD    1405,0,1800,1
         CORD    1405,0,360,0
         CORD    1625,0,1800,1
          CORD    1625,0,360,0
         CWFM    0,2,STAR2+1
CWFM     FORM    1,8,15
CORD     FORM    11,1,11,1
CHAR     FORM    6,6,6,6
MWFM     FORM    12,3,3,6
*
*     LIST FOR TRANSLATION OF ASA II TO SDS INTERNAL CODE.
*
$LIST    CCCC    057,00
```

```
CCCC     021,01
CCCC     022,02
CCCC     023,03
CCCC     024,04
CCCC     025,05
CCCC     026,06
CCCC     027,07
CCCC     030,010
CCCC     031,011
CCCC     041,012
CCCC     042,013
CCCC     043,014
CCCC     044,015
CCCC     045,016
CCCC     046,017
CCCC     047,020
CCCC     050,021
CCCC     051,022
CCCC     062,023
CCCC     063,024
CCCC     064,025
CCCC     065,026
CCCC     066,027
CCCC     067,030
CCCC     070,031
CCCC     071,032
CCCC     012,033
CCCC     012,034
CCCC     012,035
CCCC     012,036
CCCC     012,037
CCCC     012,040
CCCC     012,041
CCCC     012,042
CCCC     075,043          NUMBER SIGN
CCCC     053,044
CCCC     012,045
CCCC     012,046          CHECK TO SPACE
CCCC     014,047
CCCC     074,050
CCCC     034,051
CCCC     054,052
CCCC     020,053
CCCC     073,054
CCCC     040,055
CCCC     033,056
CCCC     061,057
CCCC     0,060
```

```
         CCCC     1,061
         CCCC     2,062
         CCCC     3,063
         CCCC     4,064
         CCCC     5,065
         CCCC     6,066
         CCCC     7,067
         CCCC     010,070
         CCCC     011,071
         CCCC     015,072
         CCCC     056,073
         CCCC     036,074
         CCCC     013,075
         CCCC     016,076
         CCCC     032,077
CCCC     FORM     24,0
*
*    STLIST FOR TRANSLATION OF SDS INTERNAL TO ASA II CODE.          *
*
$STLIST DDD       060,00              0
        DDD       061,1              1
        DDD       062,02              2
        DDD       063,03             3
        DDD       064,04           4
        DDD       065,05         5
        DDD       066,06          6
        DDD       067,7           7
        DDD       070,010        8
        DDD       071,011          9
        DDD       046,012             SPACE TC CHECK
        DDD       075,013            =
        DDD       047,014            HYPHEN
        DDD       072,015            COLON
        DDD       076,016            .GT.
        DDD       046,017               CHECK
        DDD       053,020          +
        DDD       01,021            A
        DDD       02,022                 B
        DDD       03,023            C
        DDD       04,024             D
        DDD       05,025             F
        DDD       06,026          E
        DDD       07,027          G
        DDD       010,030          H
        DDD       011,031           I
        DDD       077,032            QUESTION MARK
        DDD       056,033          .
        DDD       051,034           )
```

```
          DDD       033,035          LH BRACKET
          DDD       074,036            .LT.
          DDD       037,037                 EOL
          DDD       055,040            -
          DDD       012,041             J
          DDD       013,042                       K
          DDD       014,043               L
          DDD       015,044            M
          DDD       016,045               N
          DDD       017,046                 O
          DDD       020,047               P
          DDD       021,056
          DDD       022,051               R
          DDD       027,052            CARRIAGE RETURN
          DDD       044,053            $
          DDD       052,054                  *
          DDD       035,055            RH     BRACKETS
          DDD       073,056                   SEMICOLON
          DDD       00,057           △
          DDD       046,060                    BLANK TO CHECK
          DDD       057,061               /
          DDD       023,062          S
          DDD       024,063            T
          DDD       025,064             U
          DDD       026,065             V
          DDD       027,066                QWWWWWWWWWW
          DDD       030,067               X
          DDD       031,070                  Y
          DDD       032,071               Z
          DDD       037,072            EOL
          DDD       054,073          ,
          DDD       050,074                (
          DDD       043,075                    NUMBER SIGN
          DDD       034,076                    BACKWARDS SLANT
          DDD       077,077                         QUESTION MARK
DDD       FORM      24,0
*
*********          FCM TABLE
*
$EOMPEN_EOM         031073          ADDRESS DISPLAY 1 FOR PIN OF L. P. STRIKE
          FCM       031067          ADDRESS DISPLAY 2 FOR PIN OF L. P. STRIKE
$EOMPIN_EOM         031057          ADDRESS DISPLAY 1 FOR PIN OF KEY/FUN WORD
          FCM       031037          ADDRESS DISPLAY 2 FOR PIN OF KEY/FUN WORD
$FOMPOT_EOM         031076          ADDRESS DISPLAY 1 FOR POT OF DATA
          FCM       031075          ADDRESS DISPLAY 2 FOR POT OF DATA.
$ENBPEN_EOM         031110          ENABLE DISPLAY 1 L. P. INTERRUPTS
          FOM       031120          ENABLE DISPLAY 2 L. P. INTERRUPTS
$ENBKEY_EOM         030235          ENABLE DISPLAY 1 KEYBOARD INTERRUPT
```

```
        ECM     030227          ENABLE DISPLAY 2 KEYBOARD INTERRUPT
$ENBFCN ECM     030236          ENABLE FUNCTION PANEL 1 INTERRUPTS
        ECM     030233          ENABLE FUNCTION PANEL 2 INTERRUPTS.
$DISABL ECM     030240          DISABLE ALL DISPLAY 1 INTERRUPTS
        ECM     030241          DISABLE ALL DISPLAY 2 INTERRUPTS
********************     PIN AND POT WORDS     ********************************
$PENWRD DATA    0,0
$KEYWRD DATA    0,0
$POTWRD DATA    STAR1,STAR2
        END
```

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13. ABSTRACT

The study of time sharing system parameters and design is undertaken. On-line and hybrid simulation programmer's demands for interactive digital computing time are time inefficient for modern high speed computers, hence the motivation for time shared computing systems. The techniques for achieving time sharing are studied, then applied to the problems of a real time, on-line hybrid simulation and batch processing system. Subroutines required for implementation of a task oriented time sharing capability are put forward with specific proposals for use. System improvements to accomplish the goals of a general time sharing system are introduced and discussed.

14 KEY WORDS	LINK A		LINK B		LINK C	
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